### Evolution de la population d'Homo Néanderthal

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## Contexte biologique



## Présentation des modèles étudiés Cadre général

### Modèle général

$$\frac{\partial u(t,x)}{\partial t} = f(u(t,x)) + d\Delta u(t,x), \quad t \in \mathbb{R}, x \in \mathbb{R}$$
 (1)

u(t,x): Densité de population  $\in [0,1]$ 

d: Constante de diffusion



## Présentation des modèles étudiés

Croissance logistique

#### Croissance Logistique

$$\frac{\partial u(t,x)}{\partial t} = f(u(t,x)) + d\Delta u(t,x)$$
$$f(u(t,x)) = \alpha u(1 - \frac{u}{K})$$

K : Capacité de transport

 $\alpha$ : Taux de croissance maximum

## Présentation des modèles étudiés

#### Modèle Allee

$$\frac{\partial u(t,x)}{\partial t} = f(u(t,x)) + d\Delta u(t,x)$$
$$f(u(t,x)) = ku(1-u)(u-A)$$

k : Taux de croissance normalisé constant

A: Densité critique

$$k=\frac{4}{(1-A)^2}$$



### Présentation des modèles étudiés

Système de Lolkta-Volterra

#### Modèle de compétition

$$\begin{cases} \frac{\partial u(t,x)}{\partial t} = f(u,v) + d_1 \Delta u \\ \frac{\partial v(t,x)}{\partial t} = g(u,v) + d_2 \Delta v \end{cases}$$

$$f(u,v) = \alpha_1 u \left( 1 - \frac{u}{K_1} - \gamma_1 \frac{v}{K_1} \right), g(u,v) = \alpha_2 v \left( 1 - \frac{v}{K_2} - \gamma_2 \frac{u}{K_2} \right)$$

u(t,x) : Densité de population des Hommes Modernes

v(t,x) : Densité de population des Hommes de Néanderthal

 $K_1$  et  $K_2$ : Capacités d'accueil du milieu

 $\gamma_1$  et  $\gamma_2$  : Coefficients de compétition

 $\alpha_1$  et  $\alpha_2$ : Taux de croissance



## Analyse mathématique

Croissance logistique



## Analyse mathématique



# Analyse mathématique Système de Lolkta Volterra

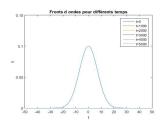


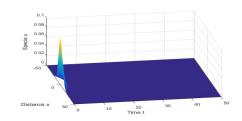
### Simulations Numériques

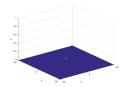
Croissance logistique

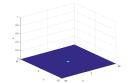


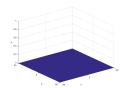
# Simulations Numériques Modèle Allee : $d = 0.5, A = 0.25(k = 64), u_0 = 0.1$





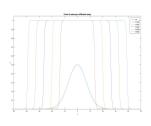


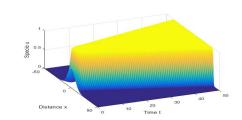


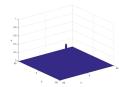


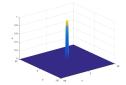


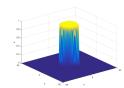
# Simulations Numériques Modèle Allee : $d = 0.5, A = 0.25(k = 64), u_0 = 0.5$





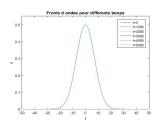


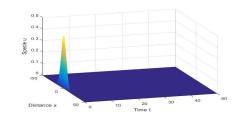


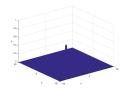


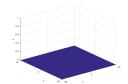


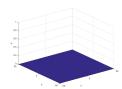
# Simulations Numériques Modèle Allee : $d = 0.5, A = 0.75(k = 7.1), u_0 = 0.5$





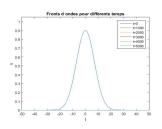


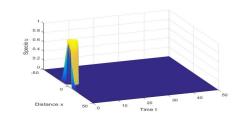


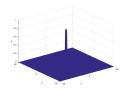


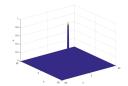


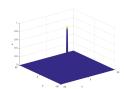
# Simulations Numériques Modèle Allee : $d = 0.5, A = 0.75(k = 7.1), u_0 = 0.9$





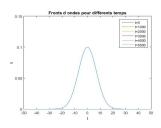


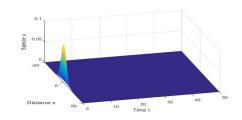


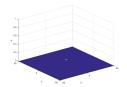


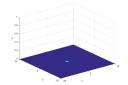


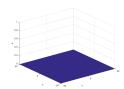
# Simulations Numériques Modèle Allee : $d = 0.5, A = 0.5(k = 16), u_0 = 0.1$





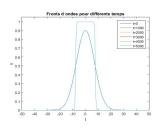


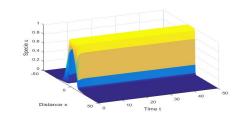


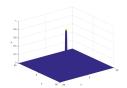


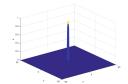


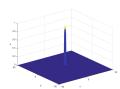
# Simulations Numériques Modèle Allee : $d = 0.5, A = 0.5(k = 16), u_0 = 0.9$













## Simulations Numériques

Système de Lolkta Volterra

