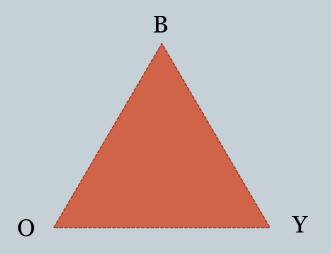
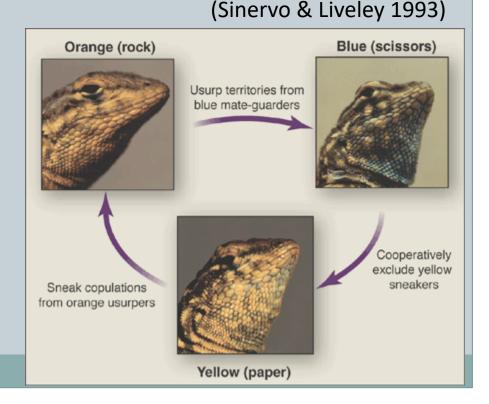
Frequency-dependent strategies

 <u>Frequency-dependent</u> - Fitness is affected by what others in the population are doing (e.g. cooperative behavior, aggressive behavior, mating behavior)



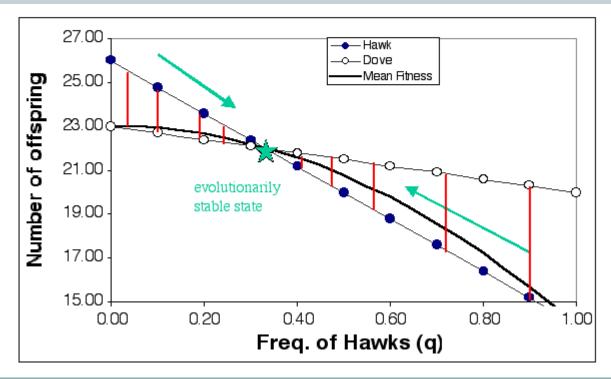
- Orange males are large, hold big territory
- Blue males smaller, cooperate to hold territories
- Yellow males are smallest, sneak matings



Evolutionary Stable Strategies

<u>Evolutionary Stable Strategy</u> - a behavioral strategy (or phenotype) if adopted by all individuals in a population that cannot be replaced or invaded by a different strategy through natural

selection.

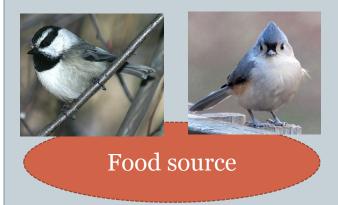


Game theory

- A mathematical approach to understanding the outcomes of interactions between two or more individuals when benefits and costs of the interactions depend on the strategies of each individual.
- Prisoner's Dilemma

		Prisoner A Choices	
		Stay Silent	Confess and Betray
Prisoner B Choices	Stay Silent	Each serves one month in jail	Prisoner A goes free
			Prisoner B serves full year in jail
	Confess and Betray	Prisoner A serves full year in jail Prisoner B goes free	Each serves three months in jail

The Scenario





Do you alarm call?

PAY-OFF	Alert	Flee
Alert	3, 3	0, 5
Flee	5, O	1, 1

Remember: organisms are reproductively selfish

How to Play

- Break up into groups of three
 - Decide who will be the "fitness keeper" and who will play (chickadee and titmouse)
 - Players cannot communicate
 - Score keeper will go back and forth between players
 - 5 full rounds
 - Report <u>average</u> of the two fitness scores

PAY-OFF	Alert	Flee
Alert	3, 3	0, 5
Flee	5, O	1, 1

Round 2: Memory

- This time, the score keeper will tell the player the previous outcome before beginning the next round
- Again, report the average of the two scores

PAY-OFF	Alert	Flee
Alert	3, 3	0, 5
Flee	5, 0	1, 1

Remember: organisms are reproductively selfish

Why cooperate?

- How did the two rounds differ?
 - If we played again, what would you do differently?
- What do you think would happen if we introduced communication? Enforcement?





Food source

- 1. By-product
- 2. Reciprocity
- 3. Delayed benefit
- 4. Kin Selection

- By-product
- Unrelated groups
 - Decreases chance of dying
- Mutualism*



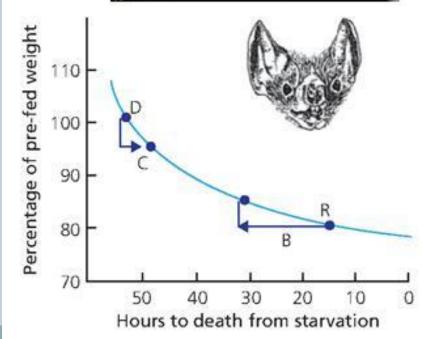
*organism is reproductively selfish

Reciprocity

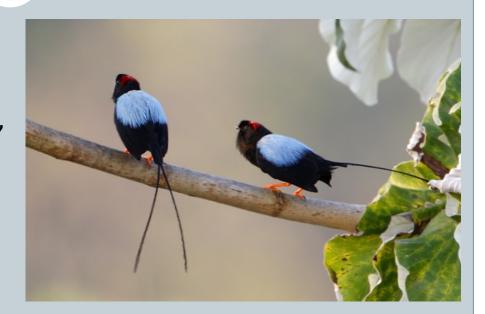
- Repeated interactions (memory)
- Benefit to recipient > Cost to donor
- More willing to help those who've helped you

Is this a strategy or a tactic?





- Delayed benefit
- Payoff down the road
 - "Setting yourself up for success"



Kin selection

- Sherman (1977): Populations in Alpine meadows
- Males disperse far from burrow, <u>females stay around</u>
- Constructed pedigrees of individuals in populations

