



## Natural-enemy victim interactions I

4/12/2021

# Natural Enemy-Victim Interactions

Also known as consumer-resources interaction

Ecologists have described many different interactions

# Predator/Prey



# Herbivory



# Parasitoid/Host



# Parasite/Host



# Pathogen/Host



*Mycobacterium tuberculosis*

# Generally...

	<b>Enemy: Victim</b>	<b>Kills victim?</b>	<b>Relative body size Victim is:</b>	<b>Lifespan- victim lives</b>
<b>Predator/ Prey</b>	One: Many	Yes	Smaller	Shorter
<b>Grazer/ Herbivore</b>	Many: Many	No	Smaller or larger	Shorter or longer
<b>Parasitoid</b>	One: One	Yes	Similar	Similar
<b>Parasite</b>	Many: One	No	Larger	Longer
<b>Pathogen</b>	Many: One	No	Larger	Much Longer

# Previously,

You have seen the consumer-resource system.

The resource supply rate was **INDEPENDENT** of the consumer.

Consumer and resources generally affect each other!

# Consumer-resource

$$\frac{dR}{dt} = f(R) - Cg(R)$$

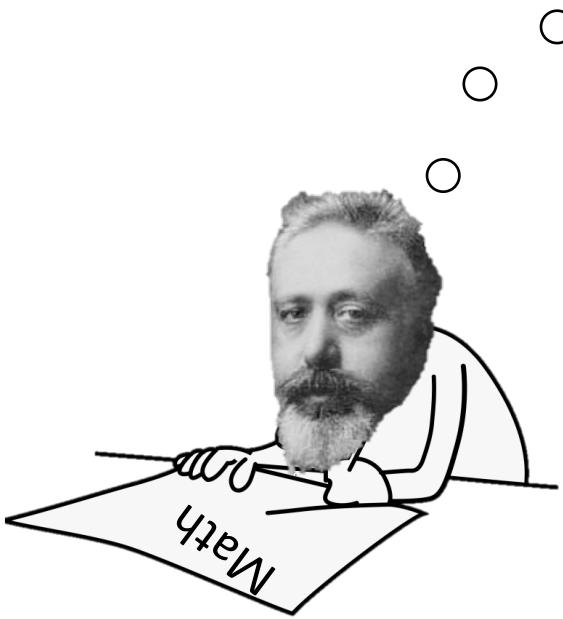
Growth rate  
of the resources      Consumption Rate

$$\frac{dC}{dt} = eCg(R) - mC$$

Conversion  
efficiency      Background  
mortality



# Lotka-Volterra Predator Prey Model

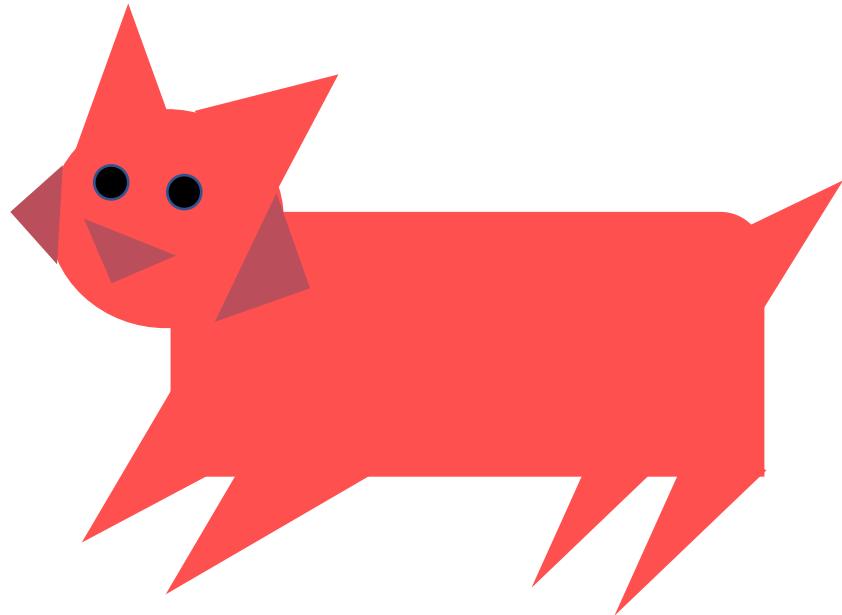


Aha, I want to write a model  
where there are two species.

One eats, the other is eaten!  
One influences the other!

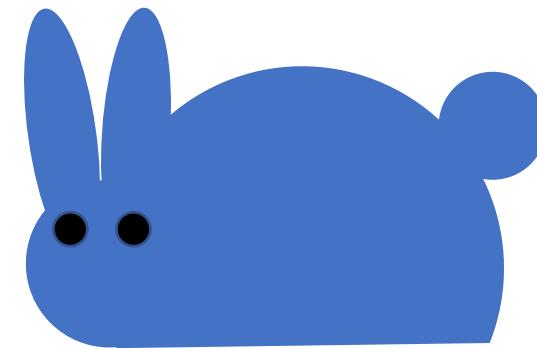
What a marvelous model it would be to  
describe my fish problem!\*

# Predator



**dP**

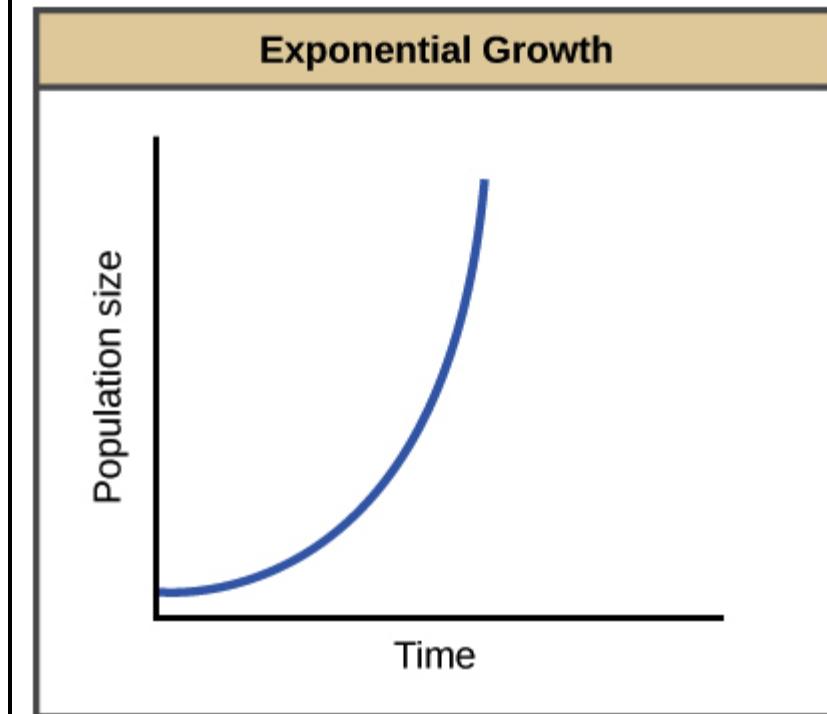
# Prey (Victim)



**dV**

# Exponential growth in the absence of predators!

$$\frac{dV}{dt} = rV$$



# Death rate due to predators

$$\frac{dV}{dt} = rV - aVP$$

- The more predators there are the more prey is lost
- The more prey there is, there is more prey to be lost
- The higher the attack rate the more prey is lost



# Growth due to the prey

$$\frac{dV}{dt} = rV - aVP$$

$$\frac{dP}{dt} = eaVP$$

Converting prey to new predators, the higher  $e$  is the more predators you make



## Exponential decline when there is no prey

$$\frac{dV}{dt} = rV - aVP$$

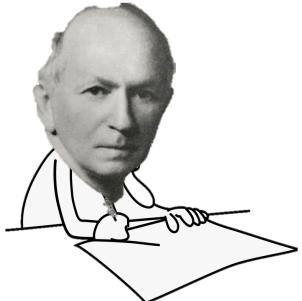
$$\frac{dP}{dt} = eaVP - uP$$



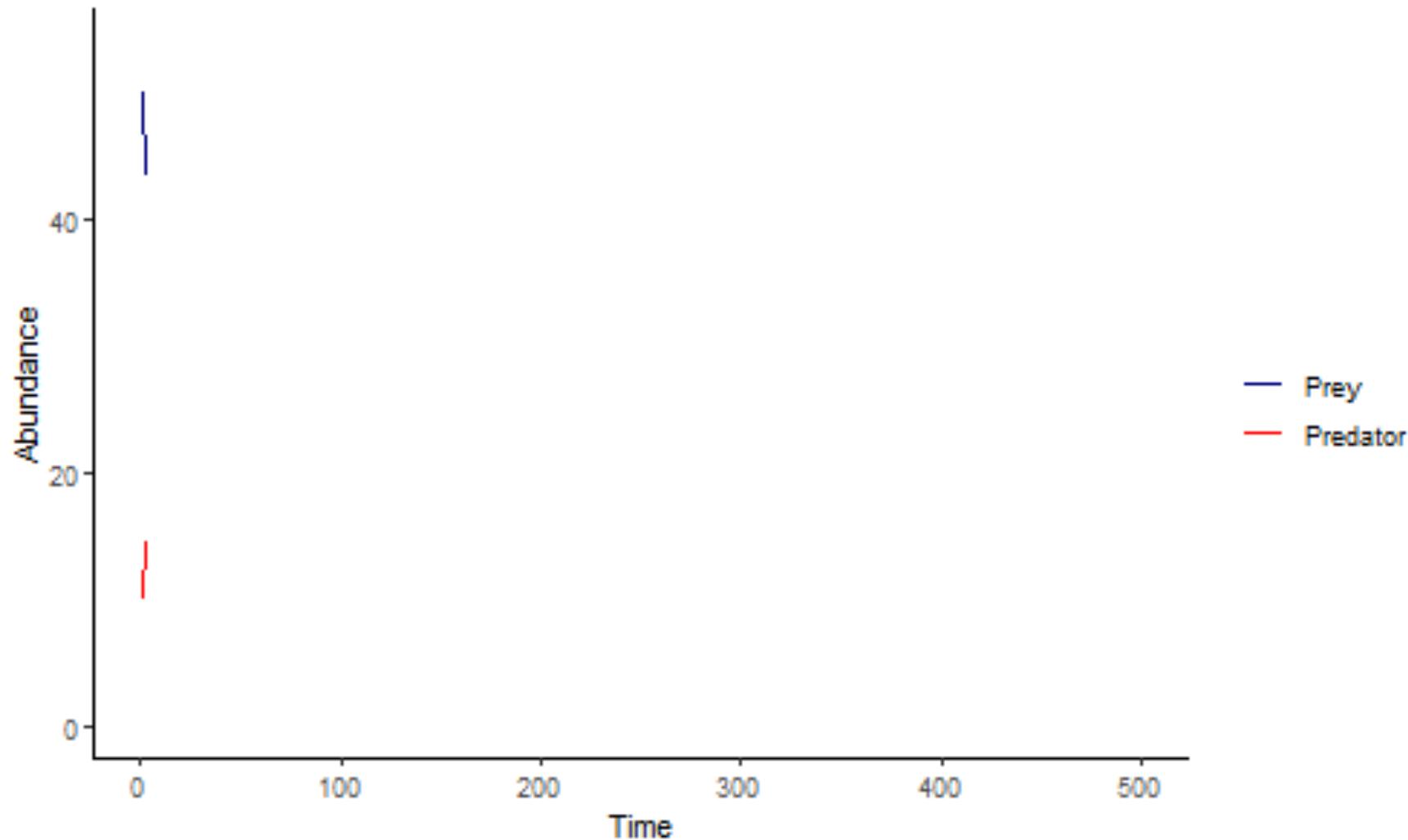
**Voila!**

$$\frac{dV}{dt} = rV - aVP$$

$$\frac{dP}{dt} = eaVP - uP$$



# The predator lags behind the prey!



# Isoclines

$$\frac{dV}{dt} = rV - aVP$$

$$0 = rV - aVP$$

$$aVP = rV$$

$$P = r/a$$

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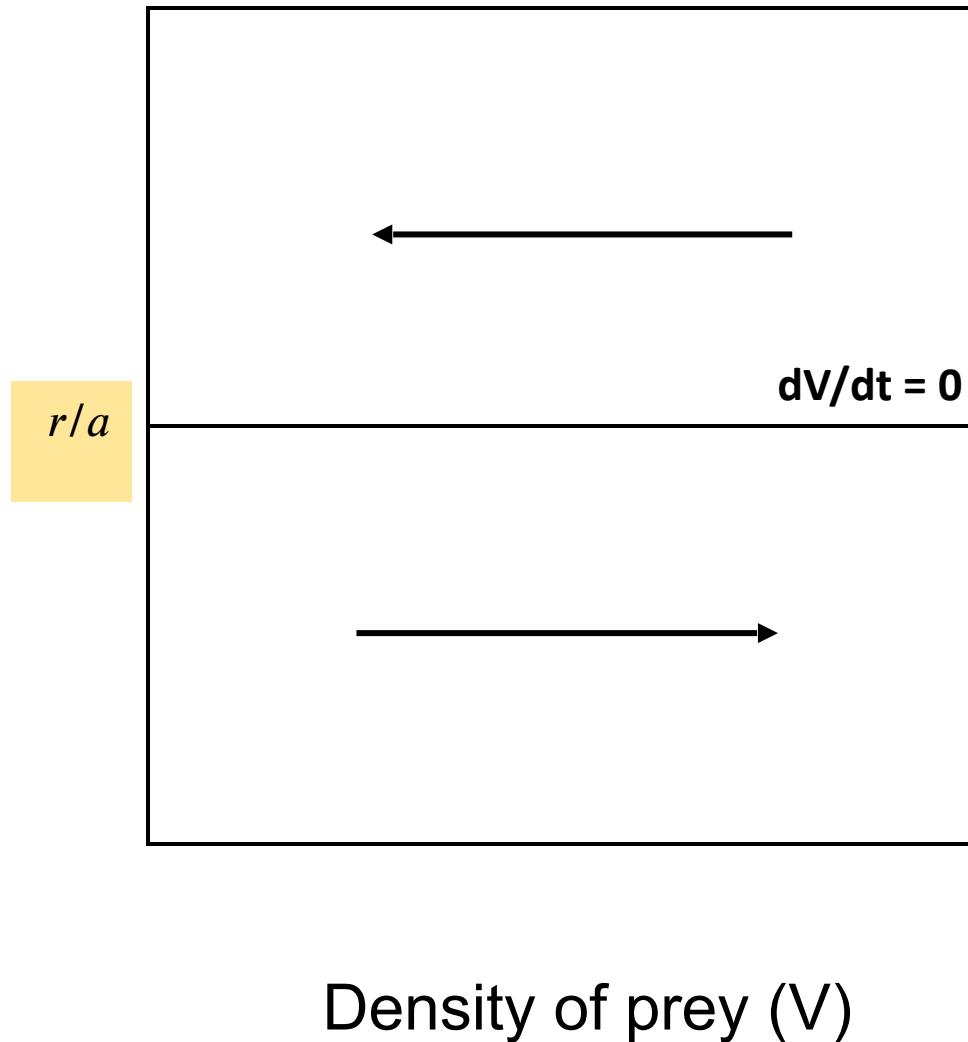
$$\frac{dP}{dt} = eaVP - uP$$

$$0 = eaVP - uP$$

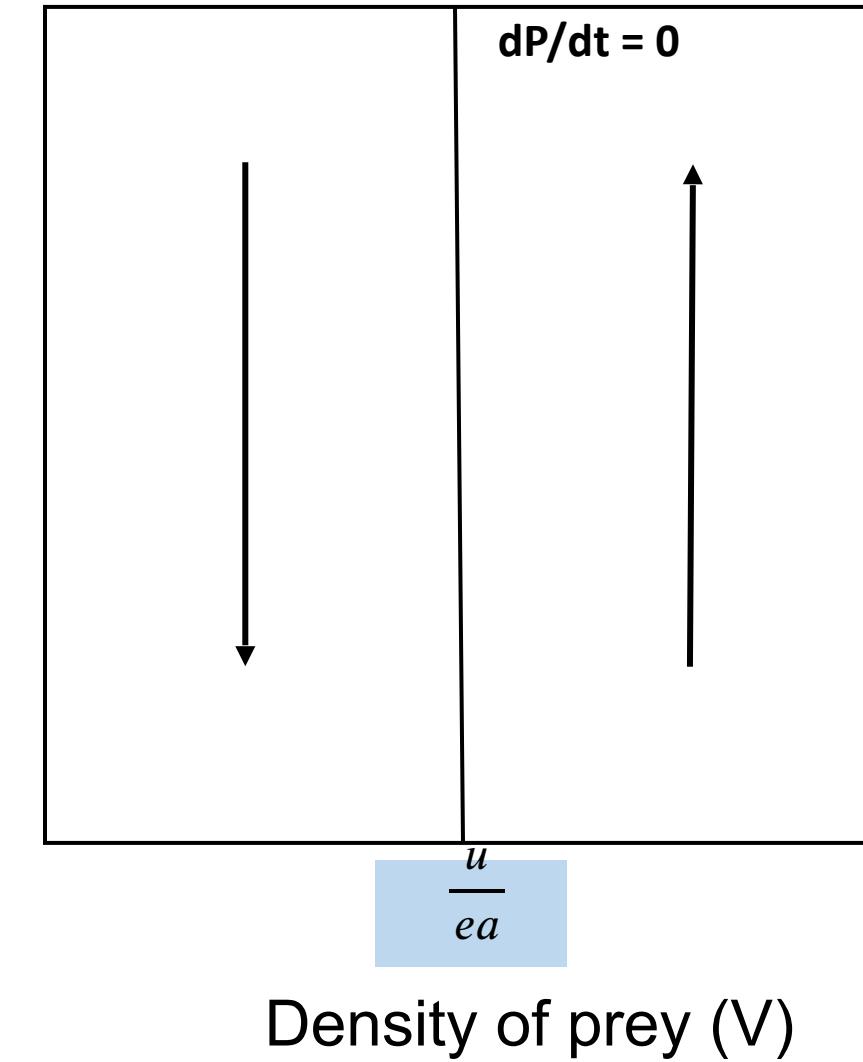
$$uP = eaVP$$

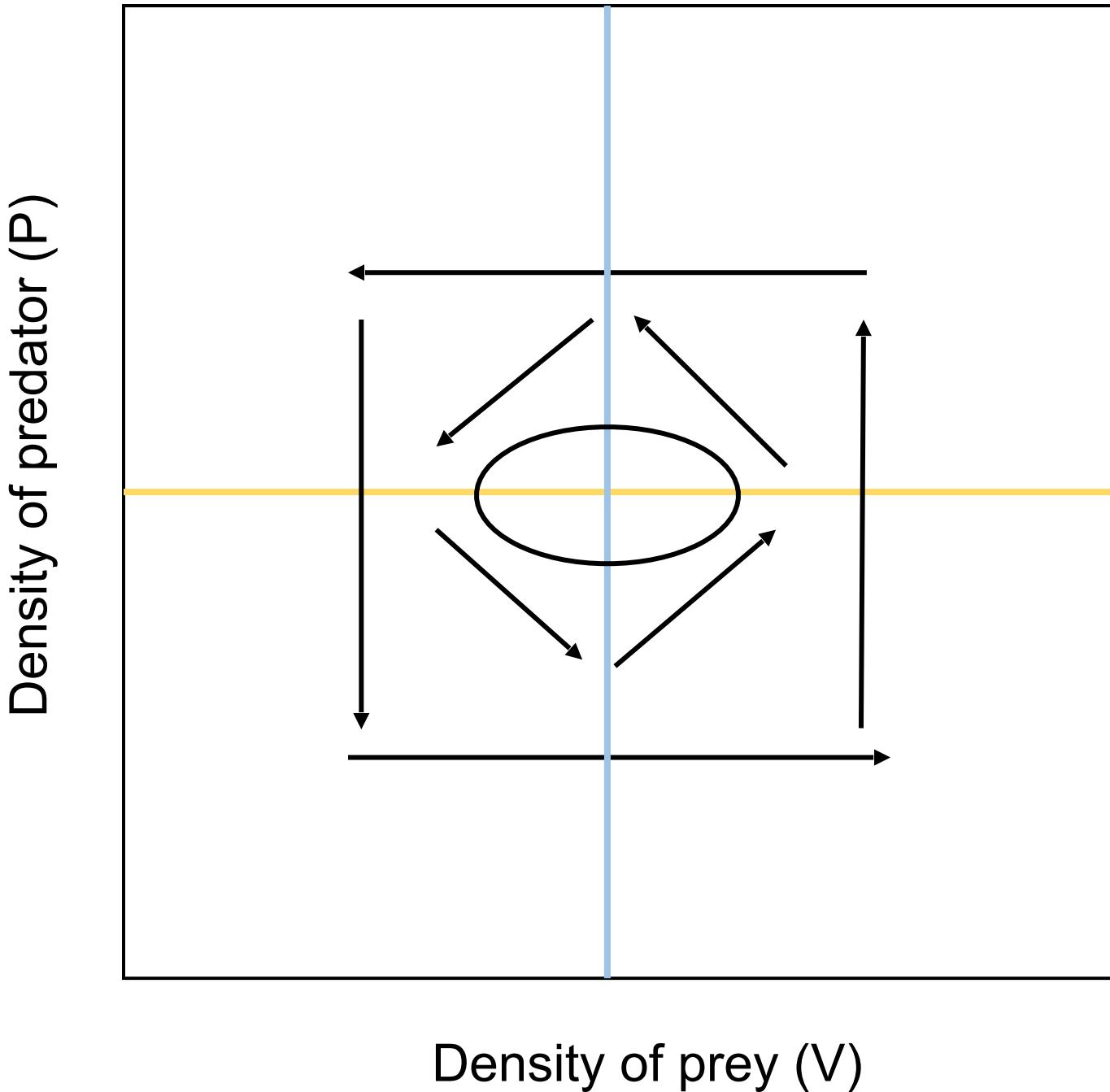
$$V = \frac{u}{ea}$$

Density of predators (P)



Density of predators (P)

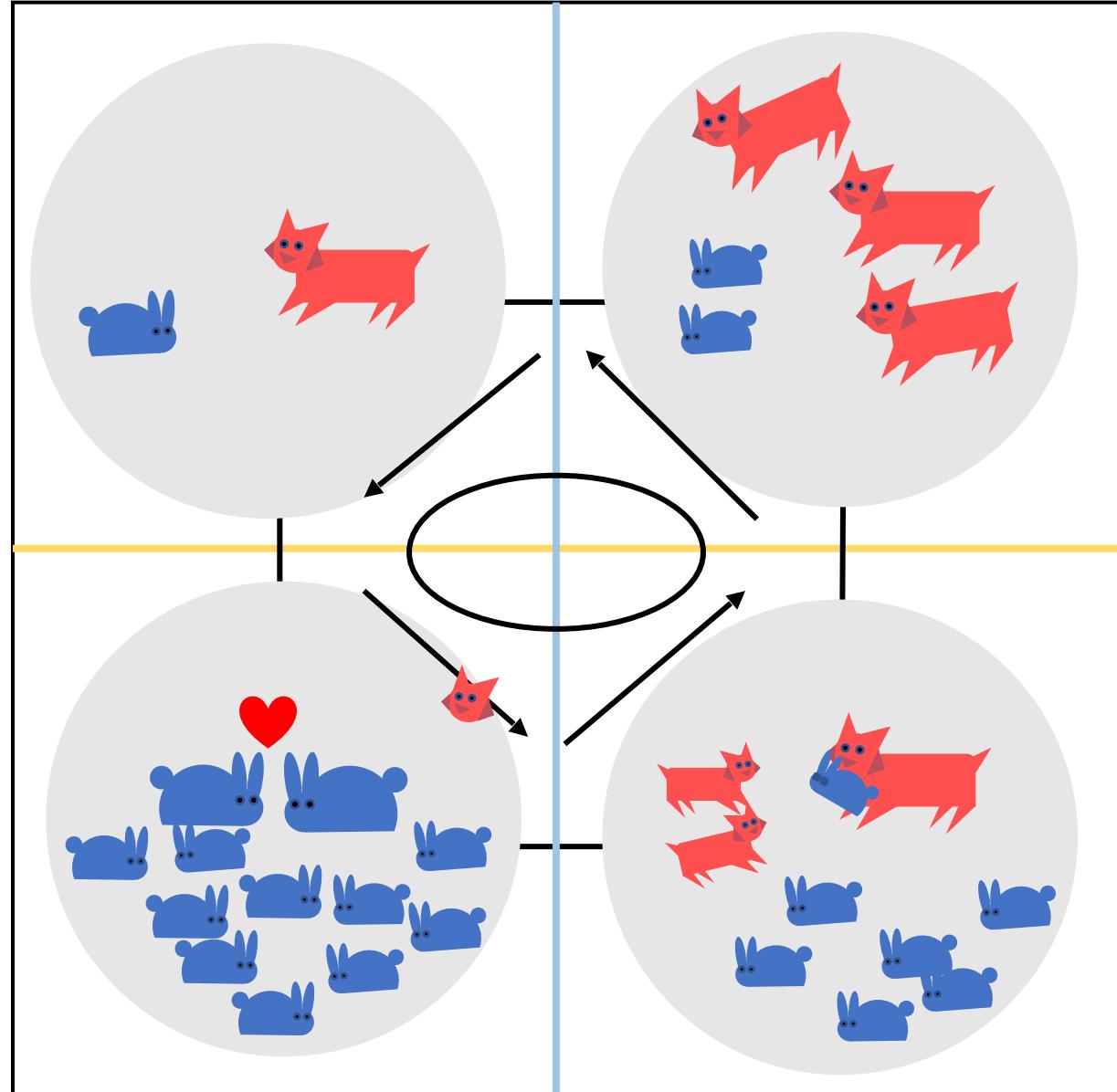




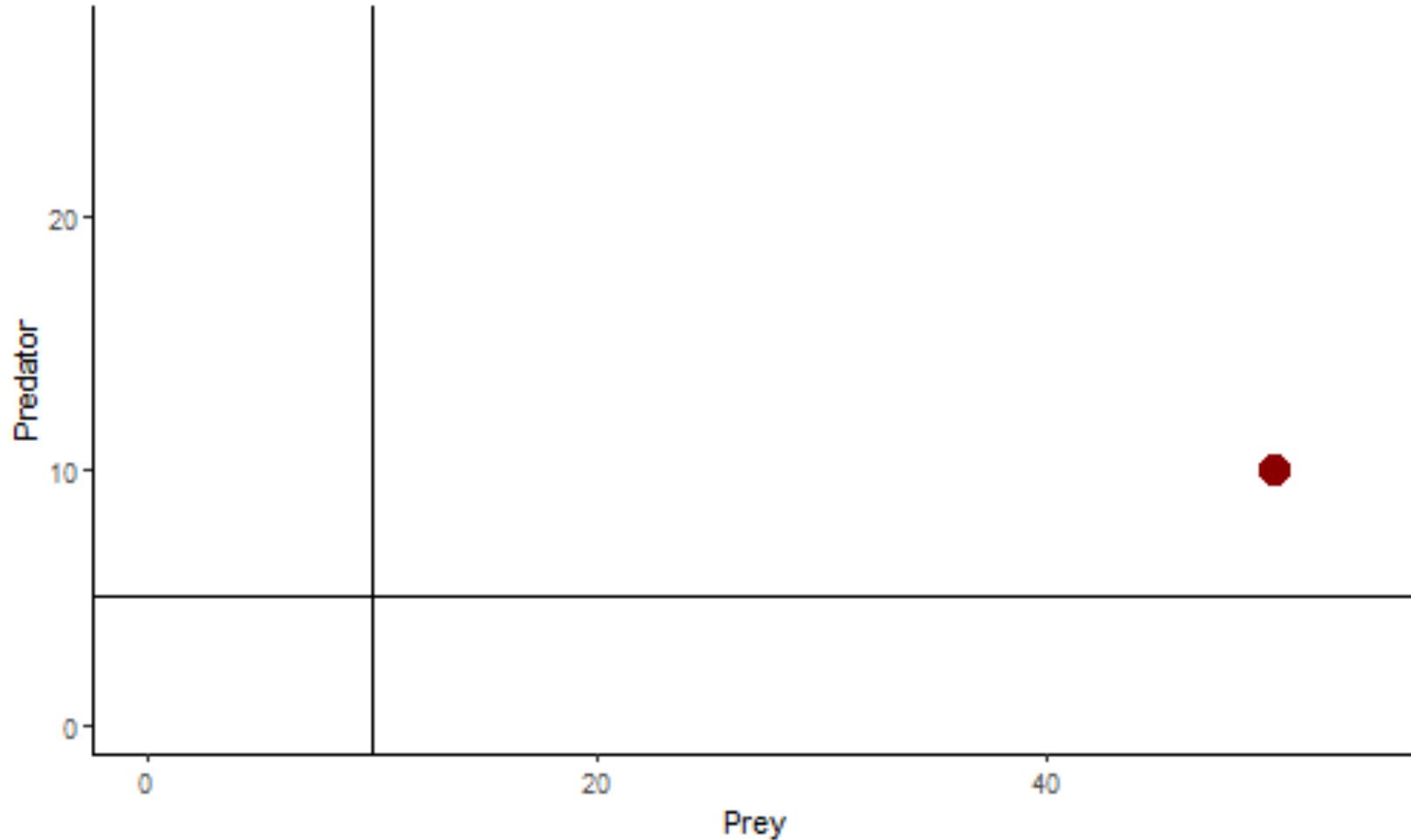
**Neutrally Stable:**  
Not stable or  
unstable

Density of predator

Density of prey



# Neutrally Stable



# Application



# Solving differential equations/Quick Excel Demo

Euler and Runge Kutta (2<sup>nd</sup> order)\*

Going to show that moving from Excel to R is quite simple!

\*Solving differential equation in R uses Runge Kutta 4<sup>th</sup> order

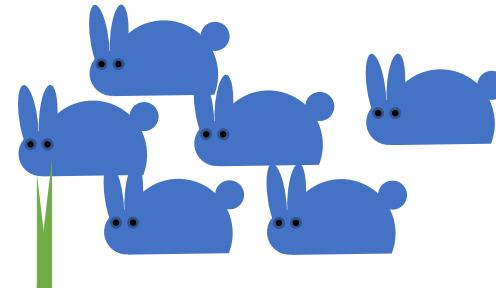
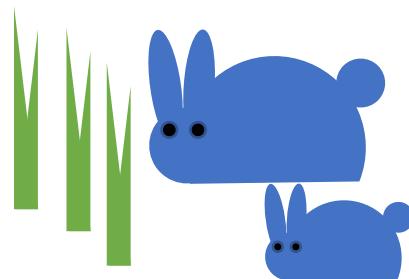
# The assumptions

- 1) Prey is only limited by the predator
- 2) Predator can eat unlimited prey
- 3) Predator will starve if there is no prey
- 4) Predator come across prey at random

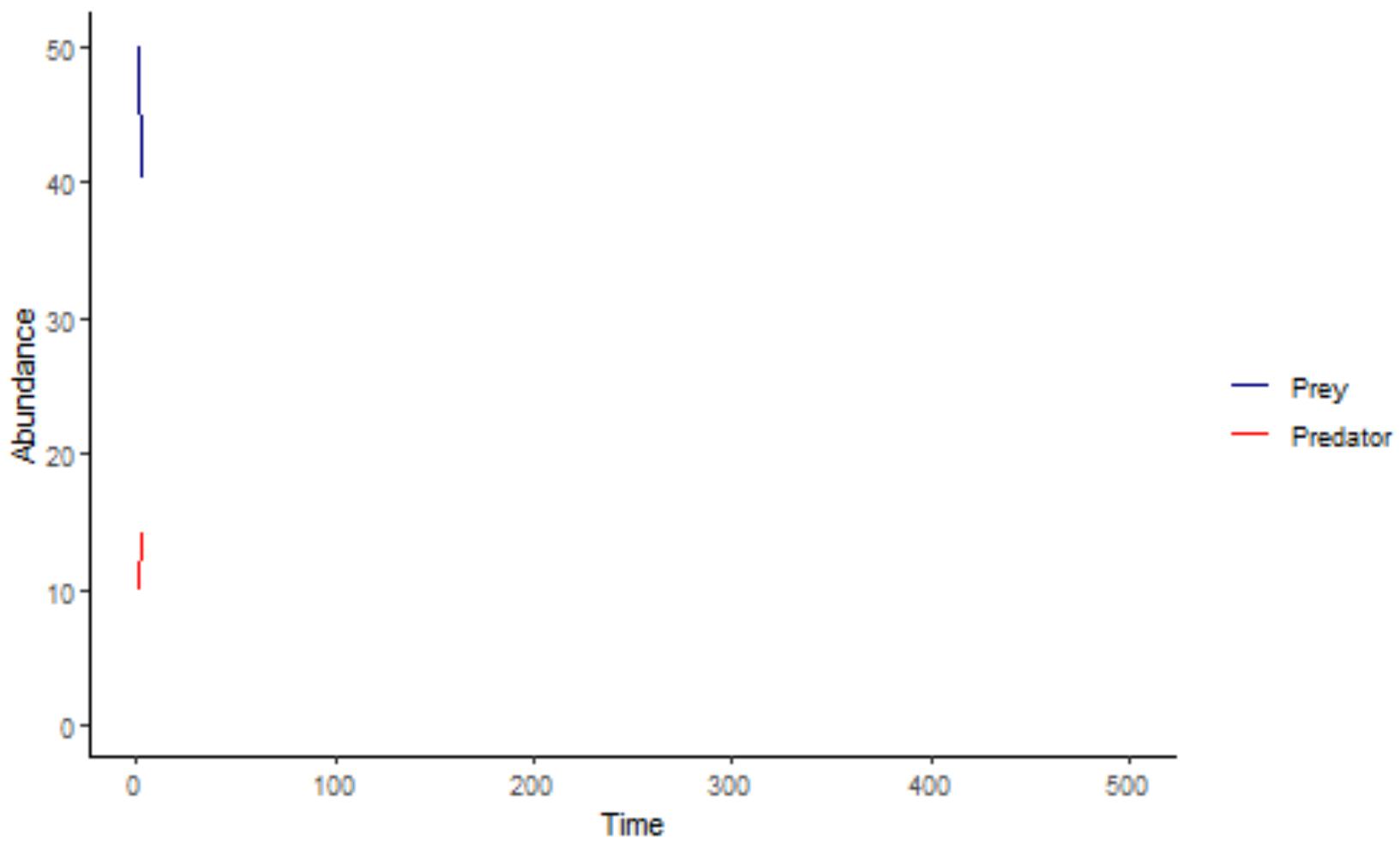
Adding some spice!  
Adding some complexity!

# The prey has a carrying capacity, K

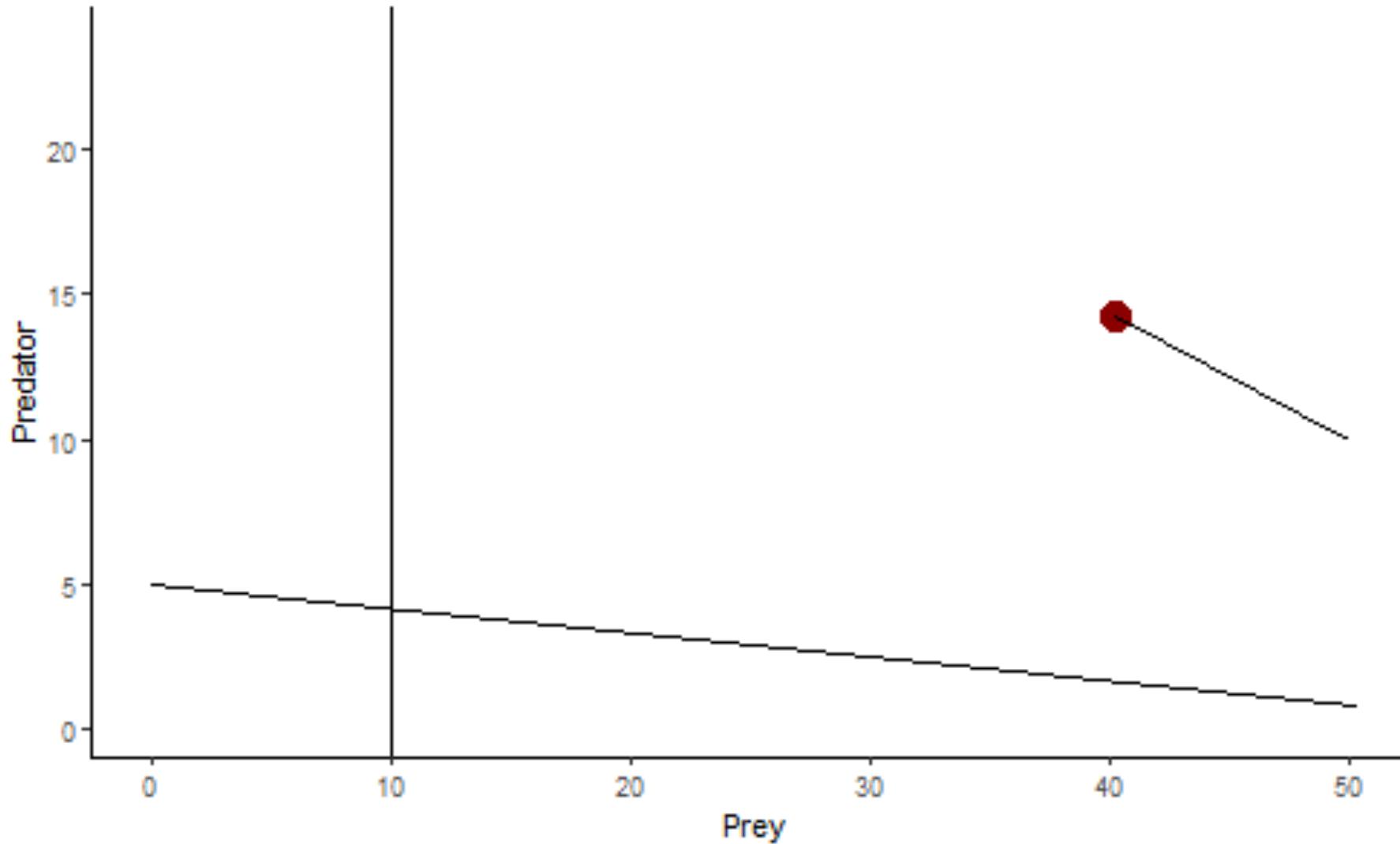
$$\frac{dV}{dt} = rV\left(1 - \frac{V}{K}\right) - aVP$$



Rabbits gotta eat too!



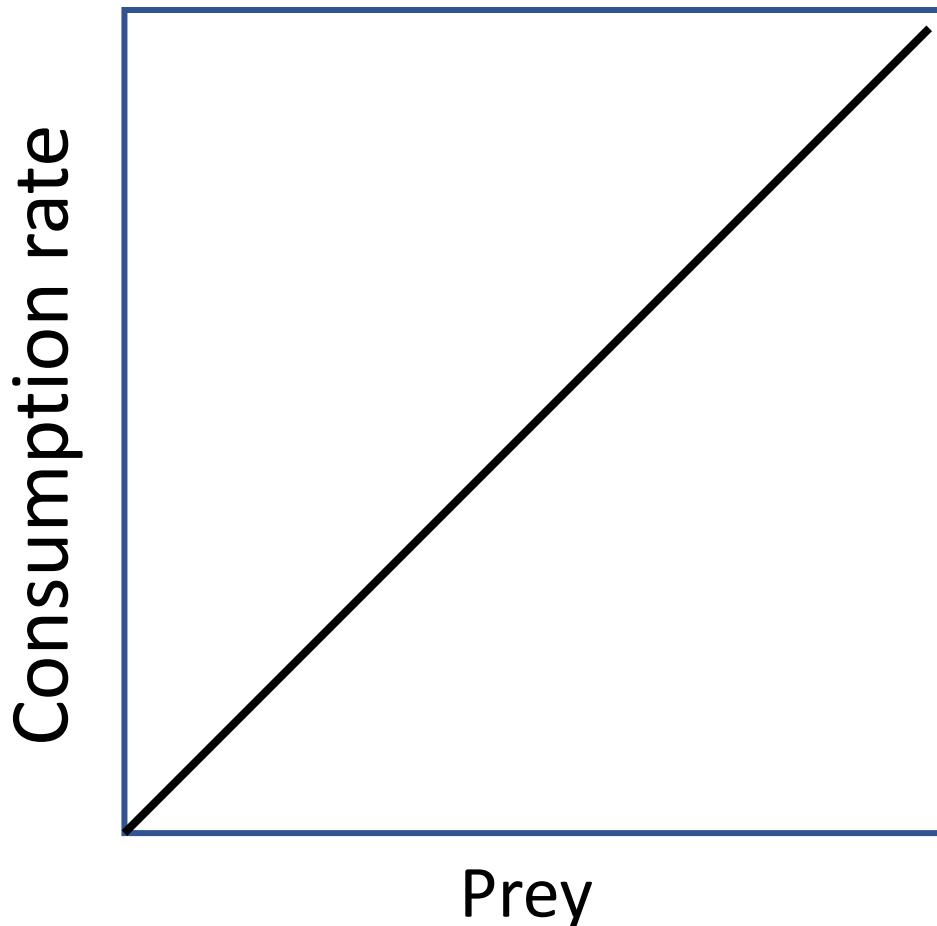
# Stable dynamics



# **Functional Response/Numerical Response**

- **Functional response:** Per capita consumption rate of the consumer
- **Numerical response:** Per capita growth rate of the consumer

# Functional Response Type 1

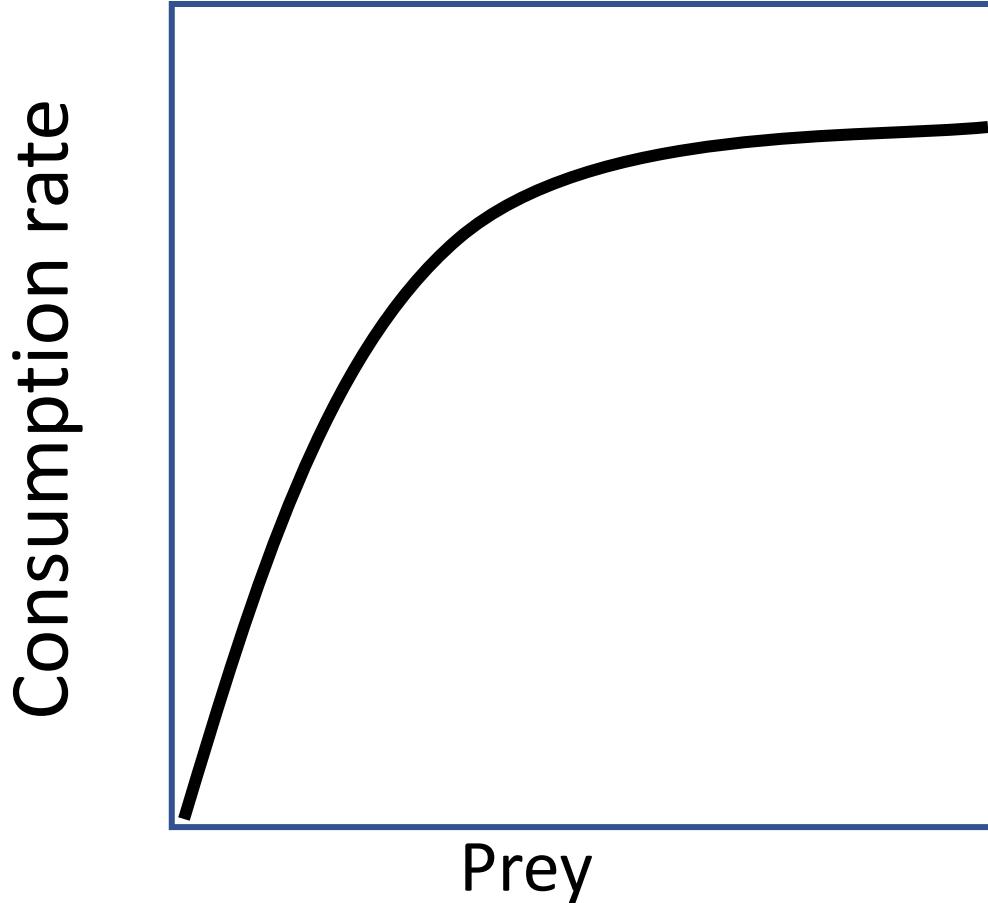


- No satiation
- No handling time



$$g(V) = aV$$

# Functional Response Type 2

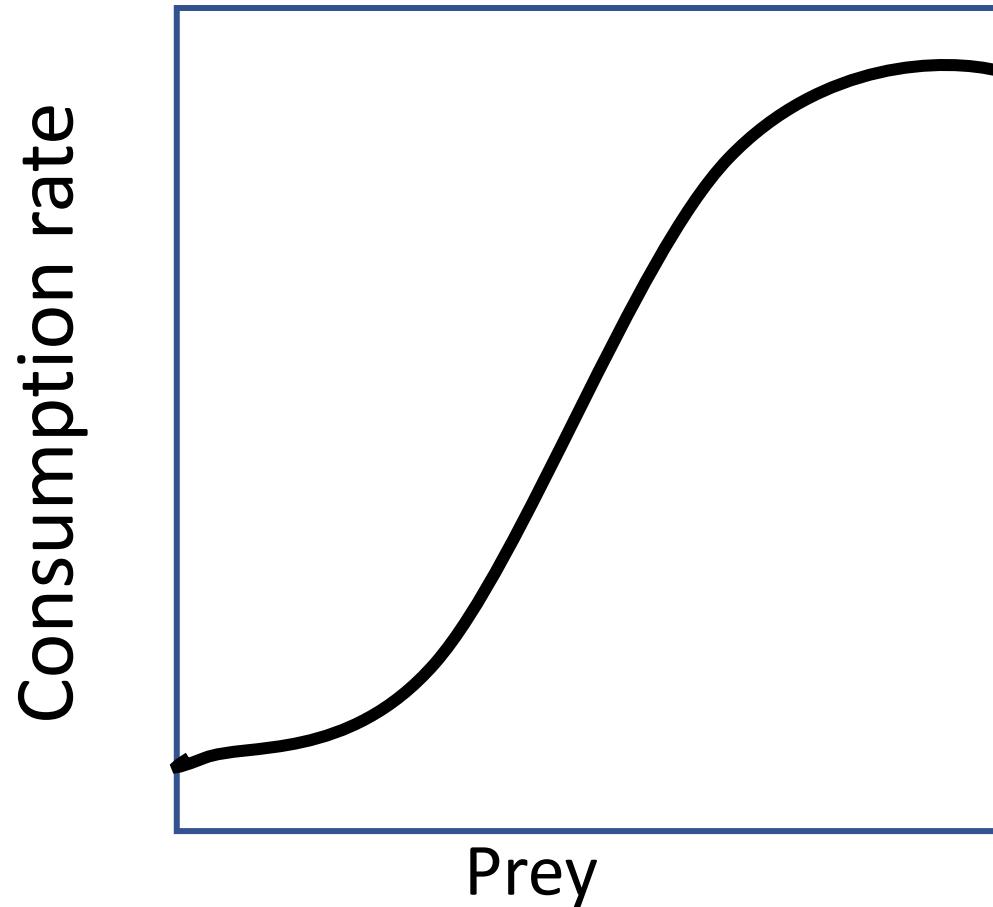


Cool experimental background!

$$g(v) = \frac{aV}{1 + ahV}$$

$h$  = handling time

# Functional Response Type 3



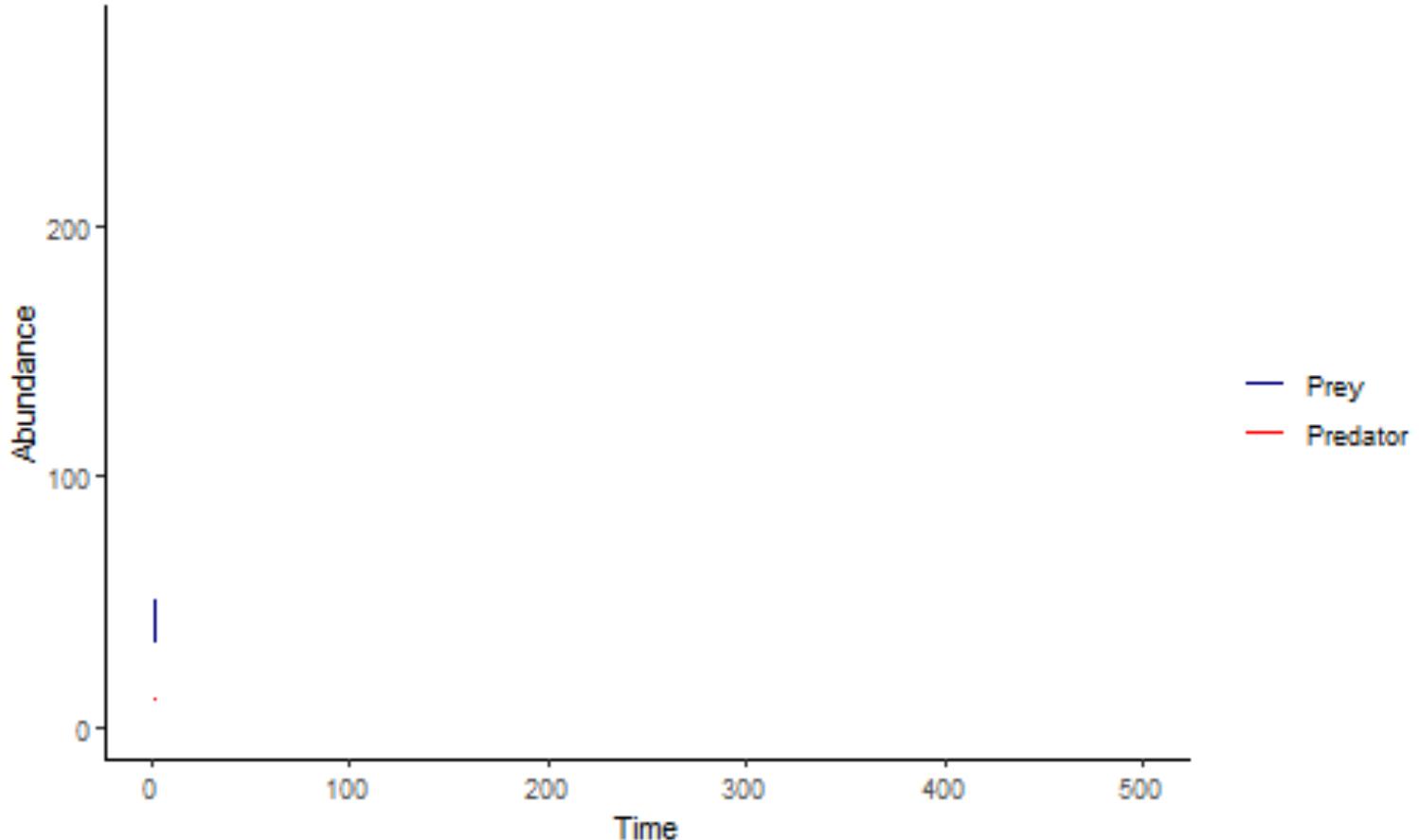
- S shaped
- Associated with prey switching!

The predator have a Type 2 functional response

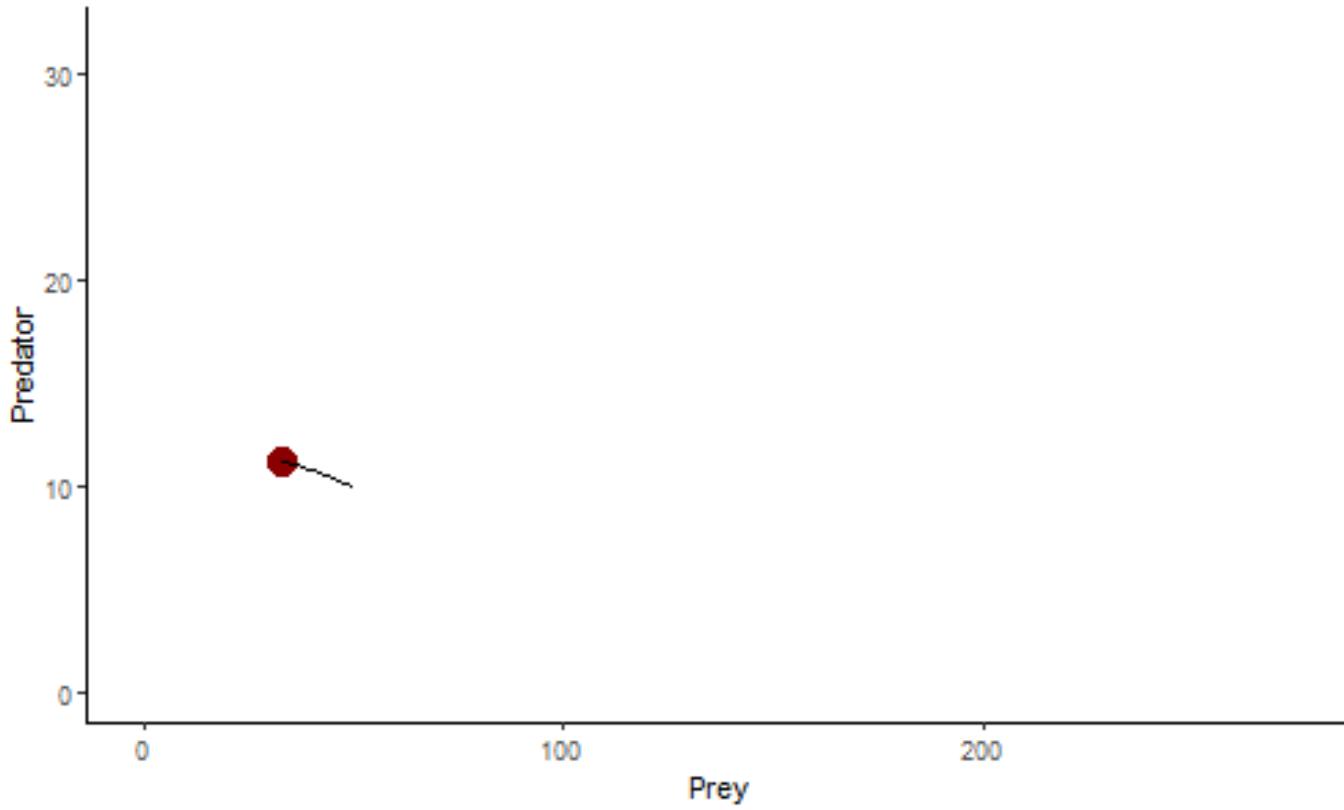
$$\frac{dV}{dt} = rV - \frac{aVP}{(1 + ahV)}$$

$$\frac{dP}{dt} = e \frac{aVP}{(1 + ahV)} - uP$$

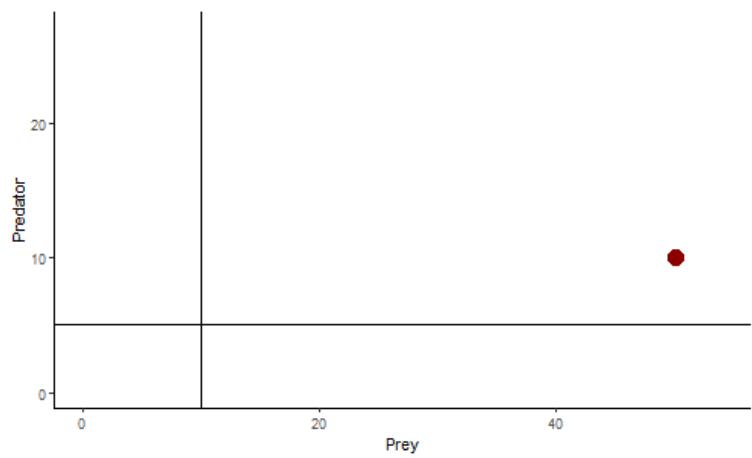
# Cycles are getting bigger!



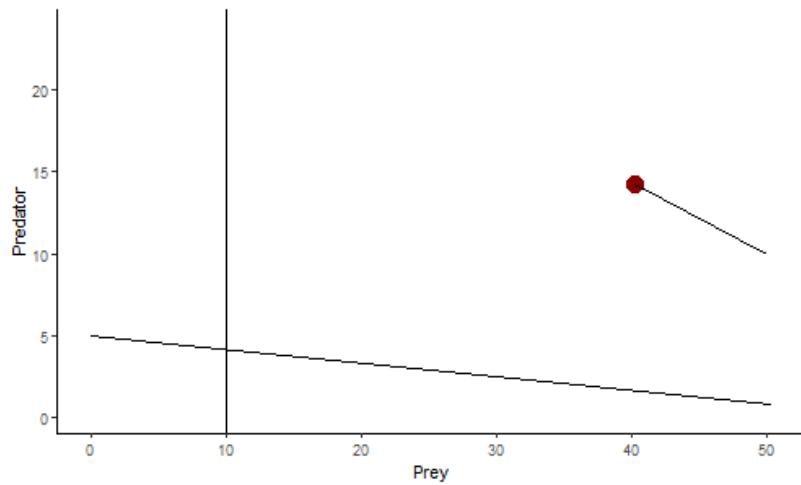
# Unstable



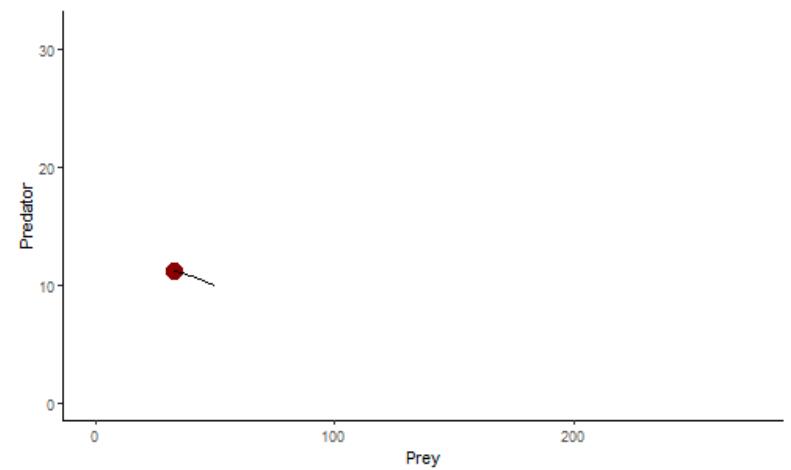
**Neutral**



**Stable**



**Unstable**



# Modification

Prey refuges

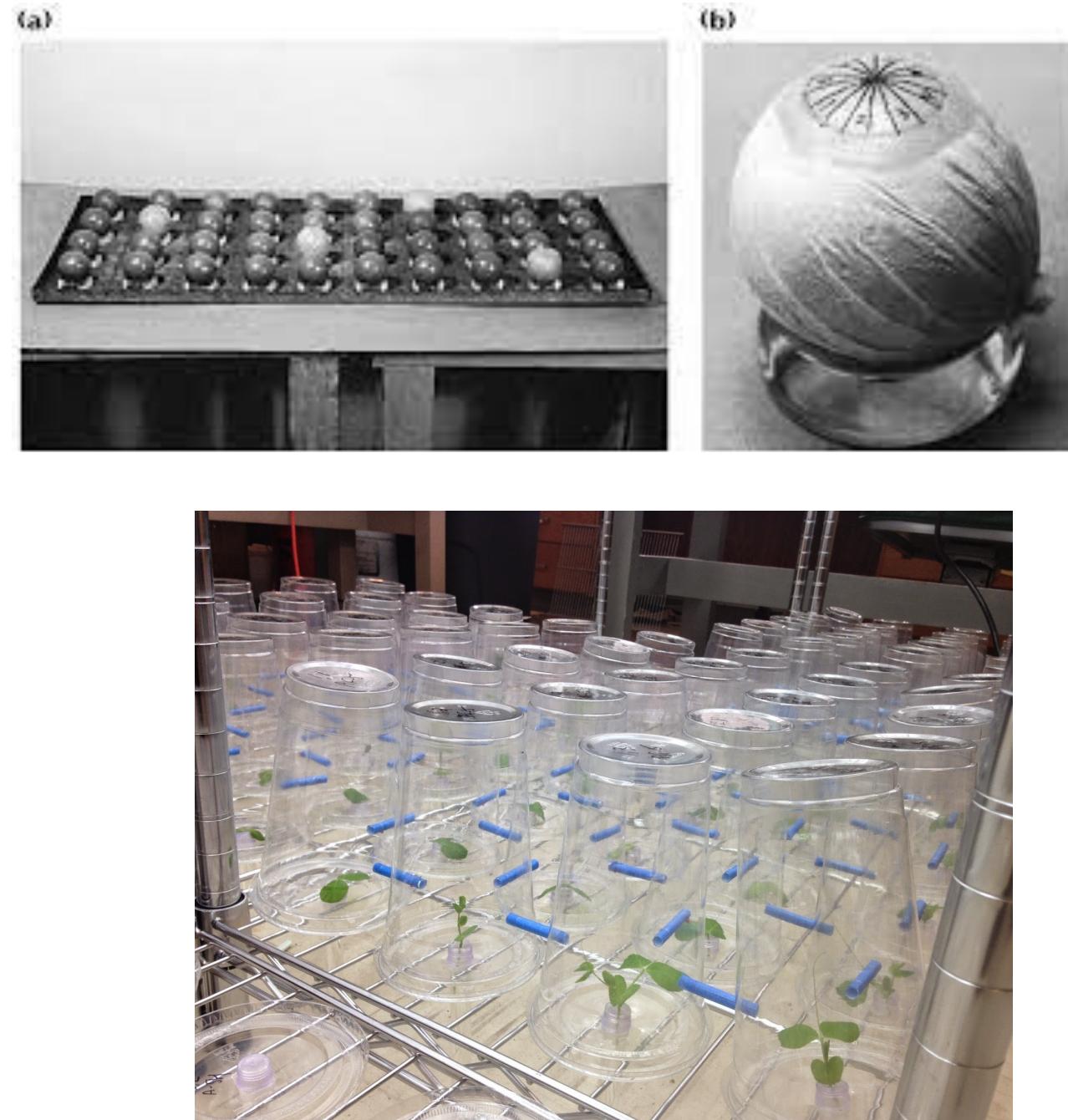
Prey immigration

Predator density-dependence

Population structure

Explicit space...

Cool new experiments  
happening all the time



# Other models

- Plant-herbivore models
- Host-parasitoid models
- Harvesting models

# Thanks for listening!

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- **All code is in R (if anyone's interested, email me and I can send you my code)**