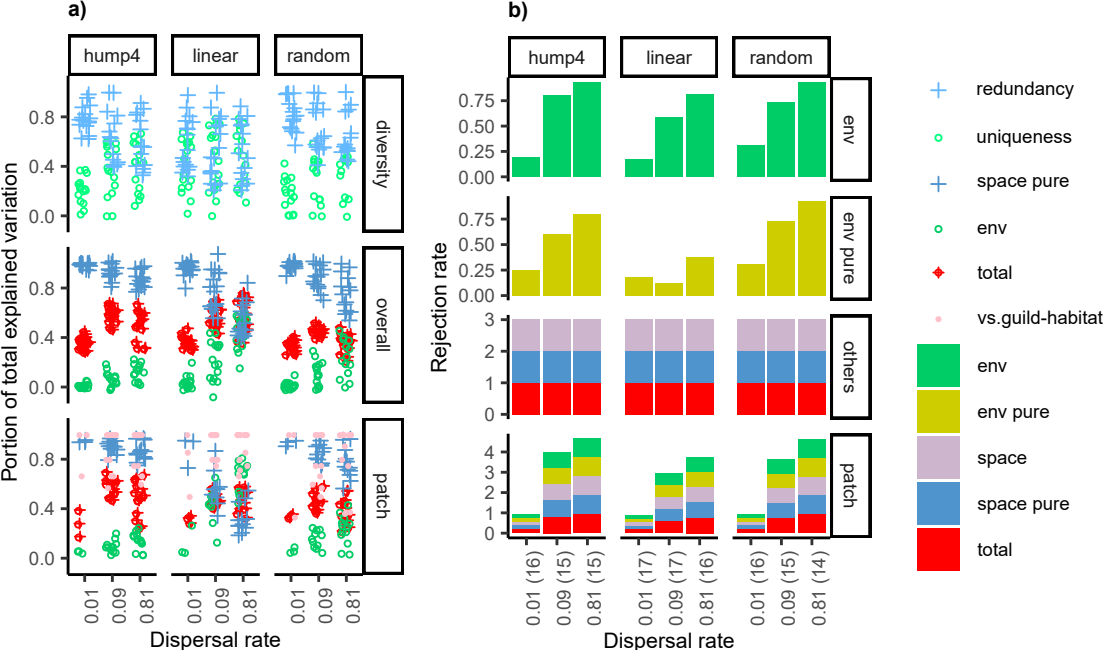
a)
hump4
linear
random
diversity
overall
patch
Portion of total explained variation
0.0
0.4
0.8
0.01
0.09
0.81
Dispersal rate
b)
hump4
linear
random
env
env pure
others
patch
Rejection rate
0.00
0.25
0.50
0.75
0
1
2
3
4
0.01 (16)
0.09 (15)
0.81 (15)
0.01 (17)
0.09 (17)
0.81 (16)
0.01 (16)
0.09 (15)
0.81 (14)
Dispersal rate
redundancy
uniqueness
space pure
env
total
vs.guild-habitat
env
env pure
space
space pure
total