

An Introduction to Adaptive Dynamics Theory

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Overview

1

Background

2

Models of Adaptive Dynamics

3

Evolutionary Invasion Analysis

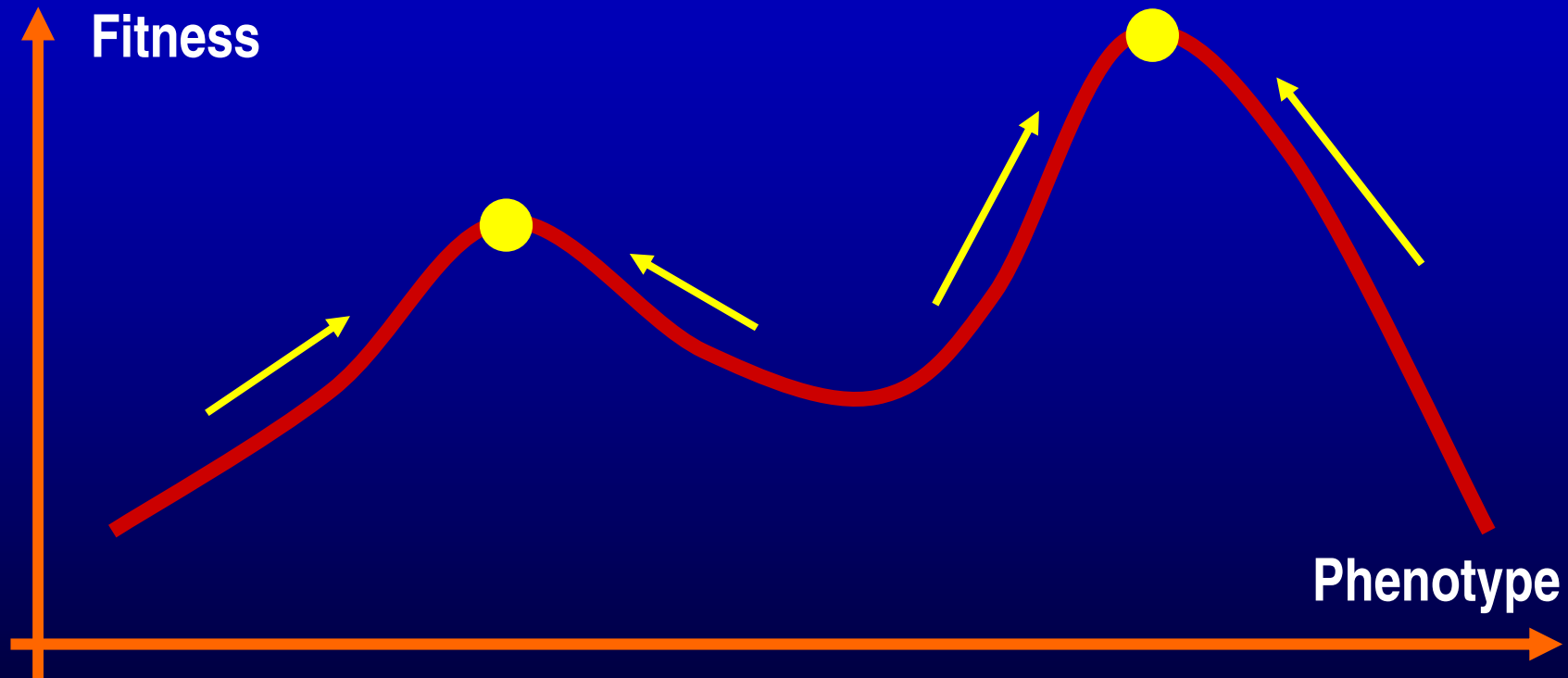
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Example: Resource Competition

1

Background

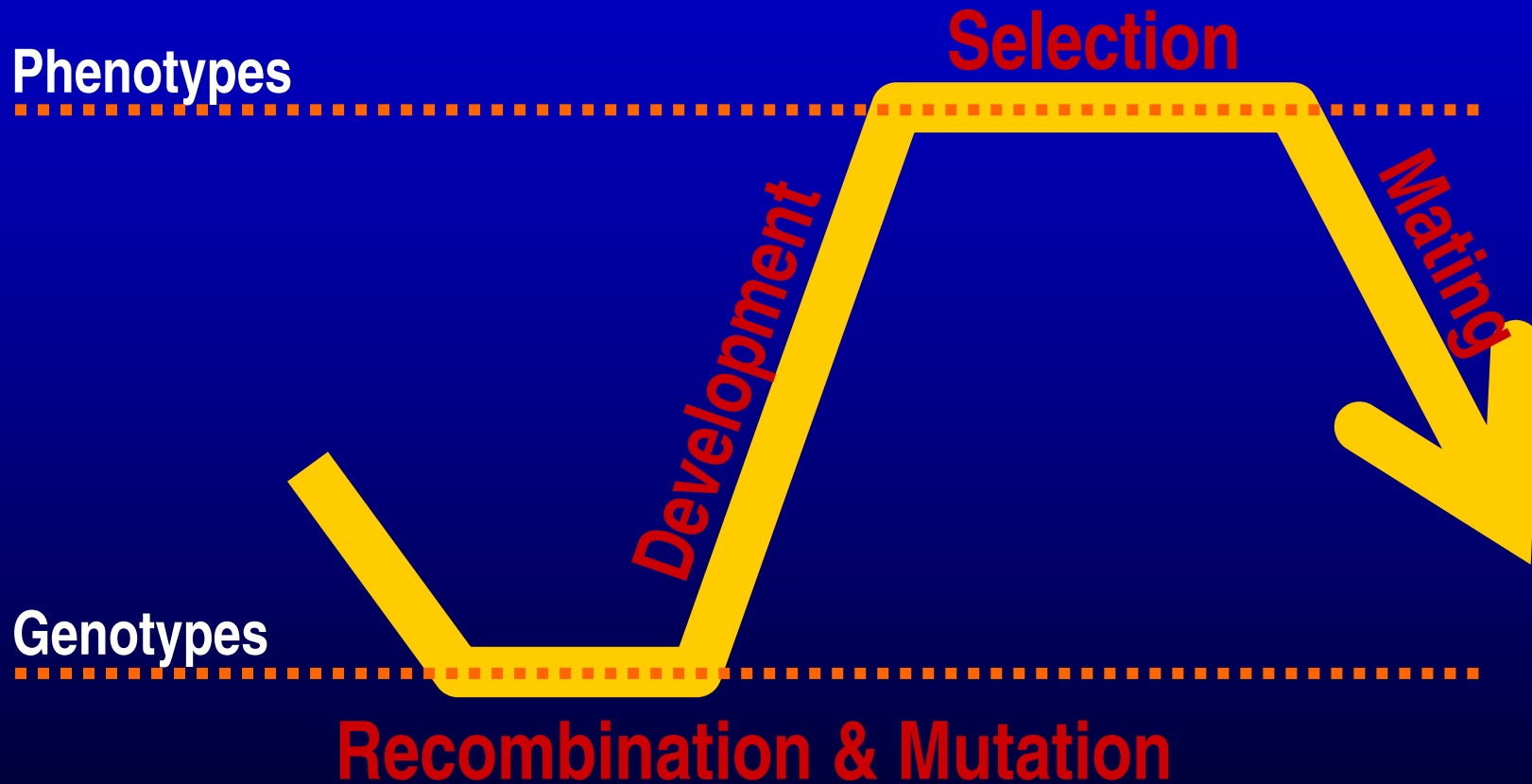
Evolutionary Optimization



Envisaging evolution as a hill-climbing process on a static fitness landscape is attractively simple, but essentially wrong for most intents and purposes.

Genetic Inheritance

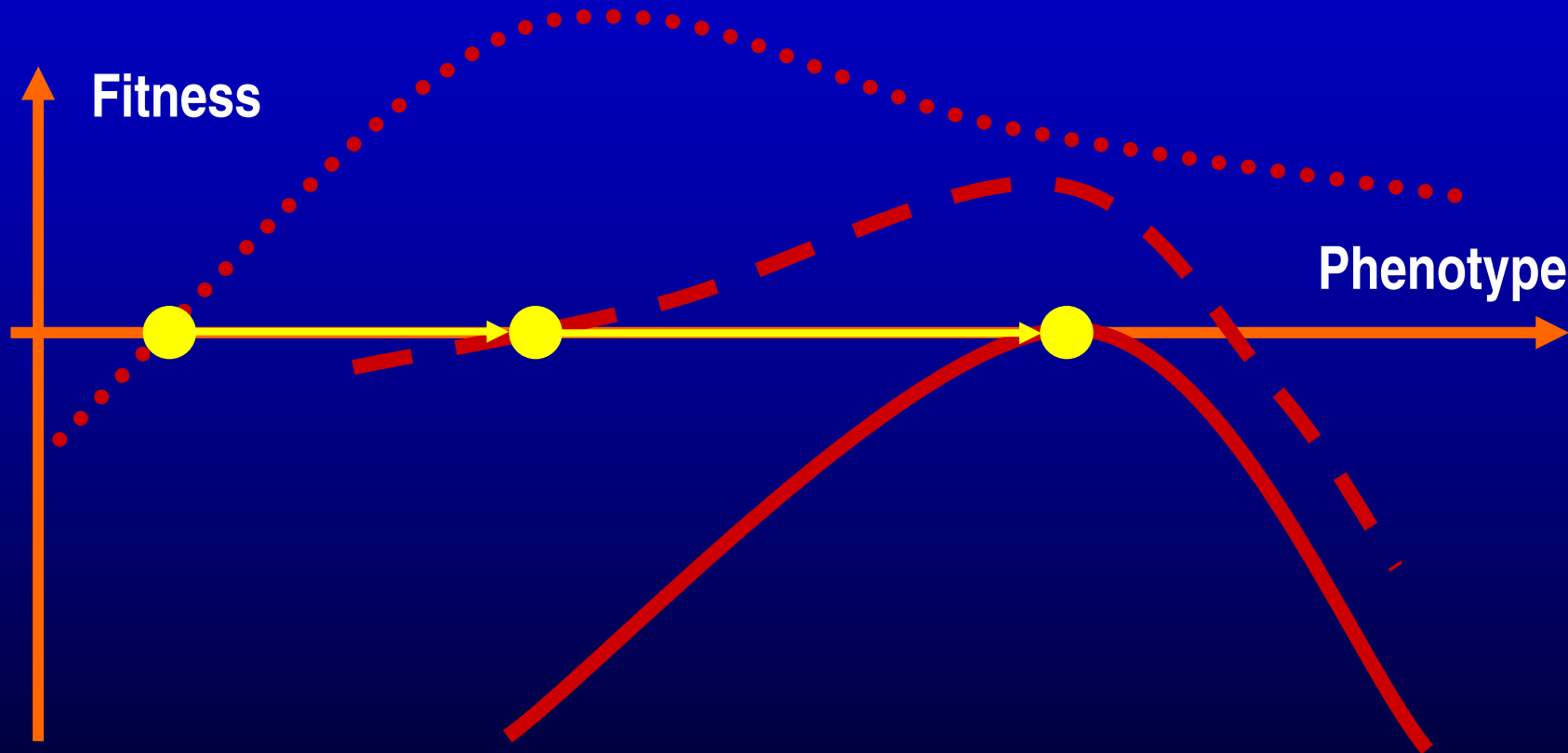
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Describing evolution at the level of phenotypes alone is sometimes not possible.

Environmental Feedback

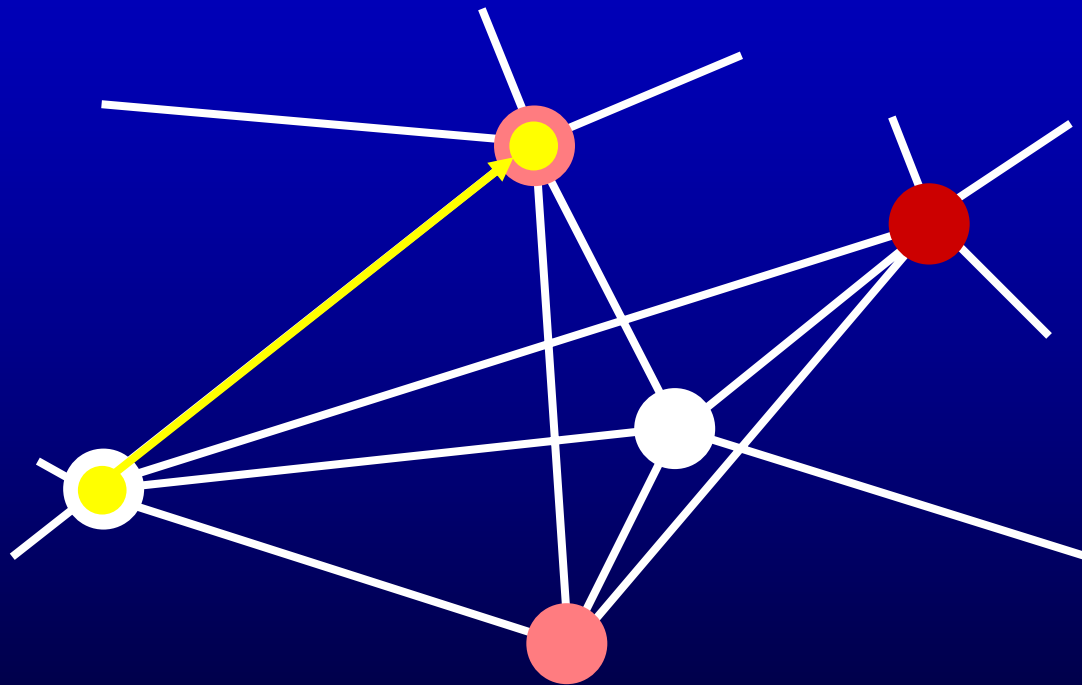
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Fitness landscapes change in dependence on a population's current adaptive status.

Search Space Dimension

3



Fitness landscapes can be very high dimensional,
with topologies that greatly differ from those expected in two or three dimensions.

Historical Developments

1

Population
Genetics

1930

Quantitative
Genetics

1940

2

Evolutionary
Game Theory

1970

Adaptive
Dynamics

1990

3

Evolutionary
Algorithms

1985

Theory of Fitness
Landscapes

1995



Adaptive Dynamics

... extends evolutionary game theory in a number of respects:

- **Frequency- und density-dependent selection**
- **Stochastic and nonlinear population dynamics**
- **Continuous strategies or metric characters**
- **Evolutionary dynamics**
- **Derivation of fitness function**

Density and Frequency Dependence

- **Phenotypes, Densities, and Fitness**

x_1, n_1, f_1 and x_2, n_2, f_2

- **Assumption in Classical Genetics**

f_1 is a function of x_1

- **Density-dependent Selection**

f_1 is a function of x_1 and $n_1 + n_2$

- **Frequency-dependent Selection**

f_1 is a function of x_1 and $n_1 / (n_1 + n_2)$ and x_2

} both are generic

The Context of Evolution is Ecology



The Ecological Theater and the Evolutionary Play

G. E. Hutchinson (1967)

2

**Models of
Adaptive
Dynamics**

Four Models of Adaptive Dynamics

PS

MS

MD

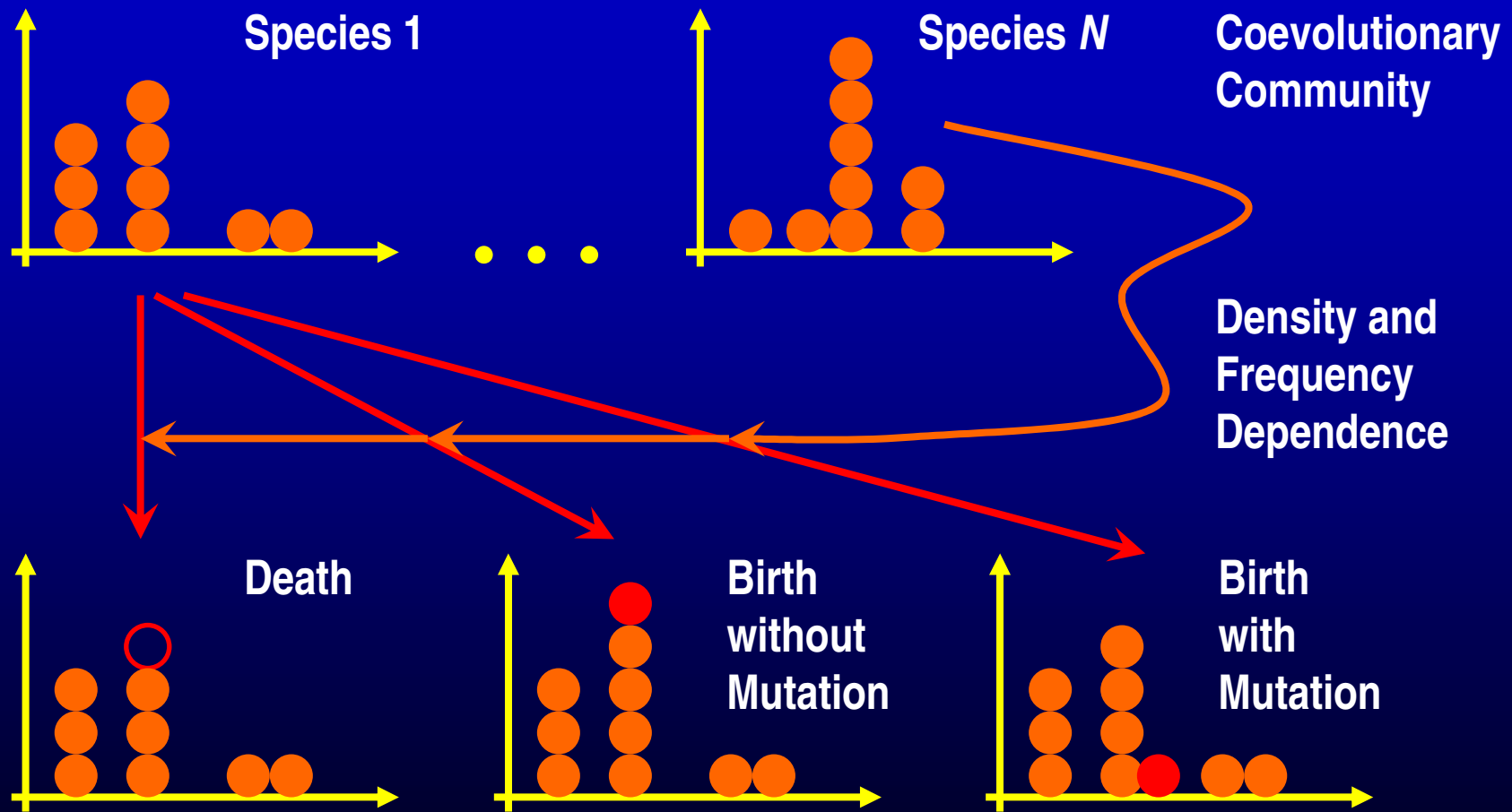
PD

These models describe

- either polymorphic or monomorphic populations
- either stochastic or deterministic adaptive dynamics

Birth-Death-Mutation Processes

Polymorphic and Stochastic

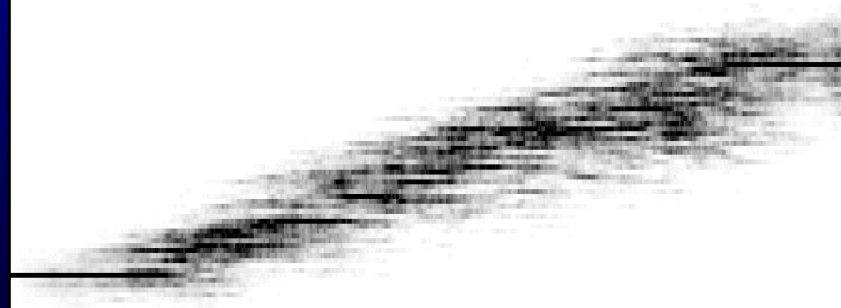


Minimal Process Method

- Determine the birth and death rates of all individuals.
- Add these to obtain the total birth rate and total death rate, and add the latter to obtain the total event rate.
- Choose the time until the next event from an exponential probability distribution with a mean given by the total event rate.
- Randomly choose an event type according to the contribution of total birth and death rates to the total event rate.
- Randomly choose an individual according to its contribution to the total rate of the chosen event type.
- If the event is a birth, potentially carry out a mutation.
- Implement chosen event on chosen individual at chosen time, and start over.

Effect of Mutation Probability

Large: 10%



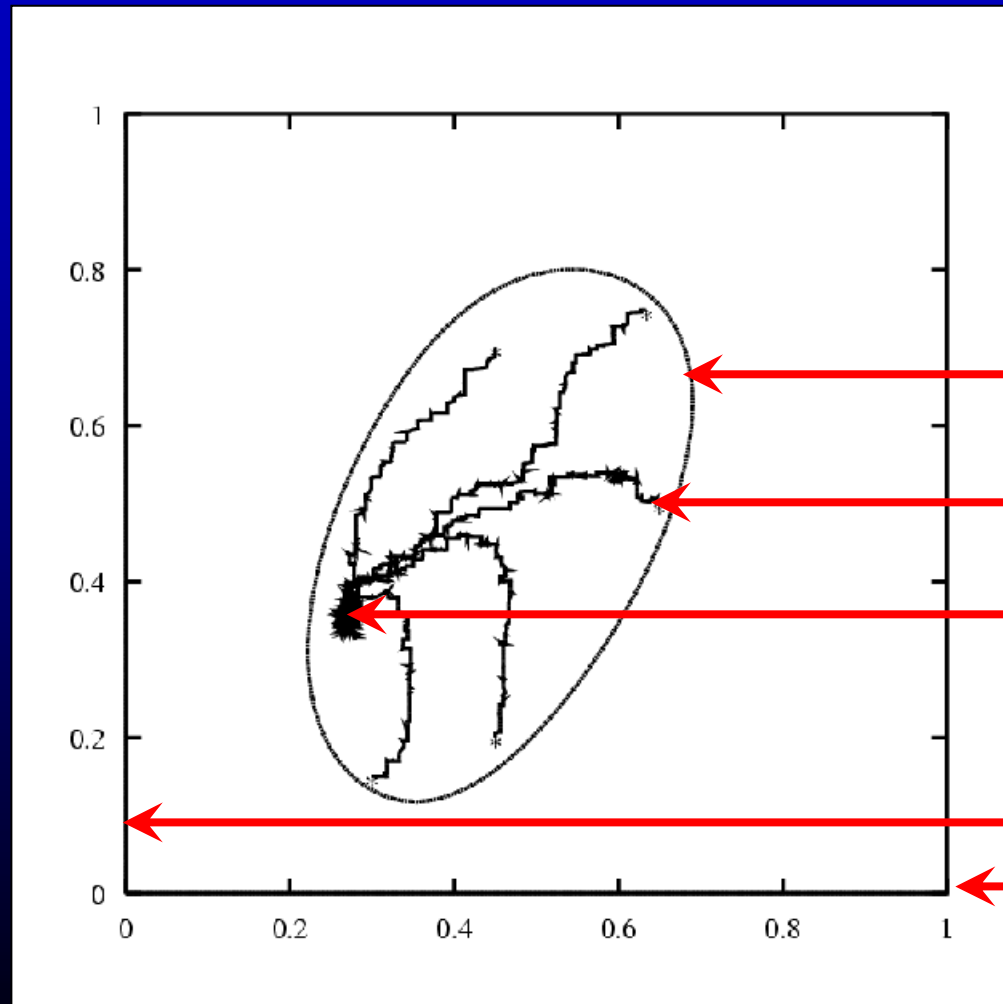
Mutation-Selection Equilibrium

Small: 0.1%



Mutation-limited Evolution

Illustration



Viability region

Evolutionary trajectories

Global evolutionary attractor

Trait value 2

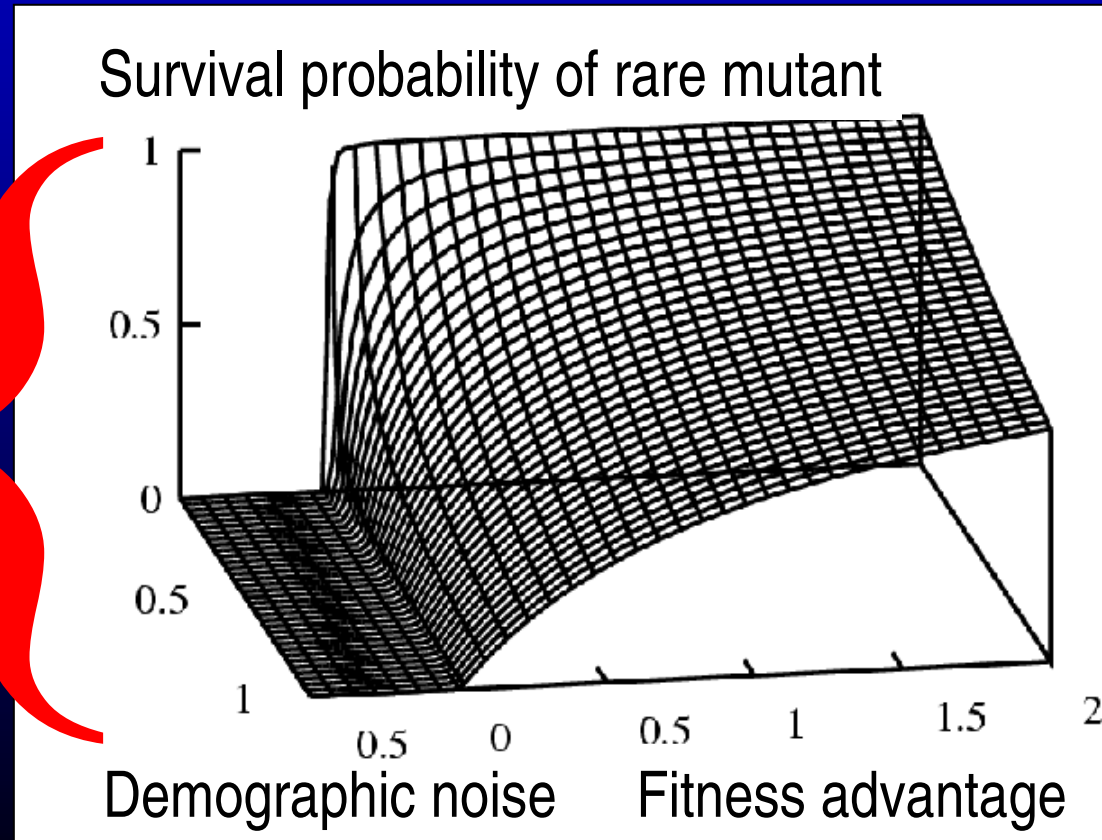
Trait value 1

Random Walk Models

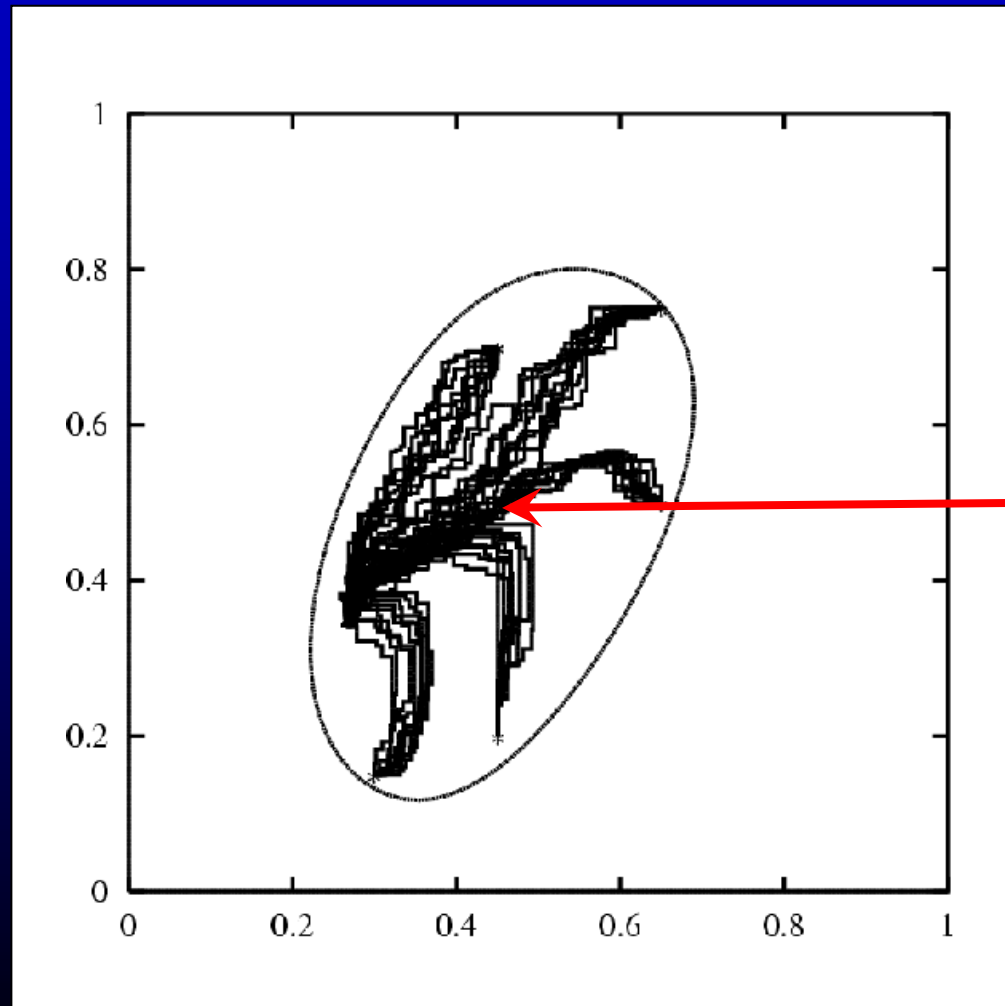
Monomorphic and Stochastic

■ Probability for a Trait Substitution

- 1 Mutation**
Population dynamics
- 2 Invasion**
Branching process theory
- 3 Fixation**
Invasion implies fixation

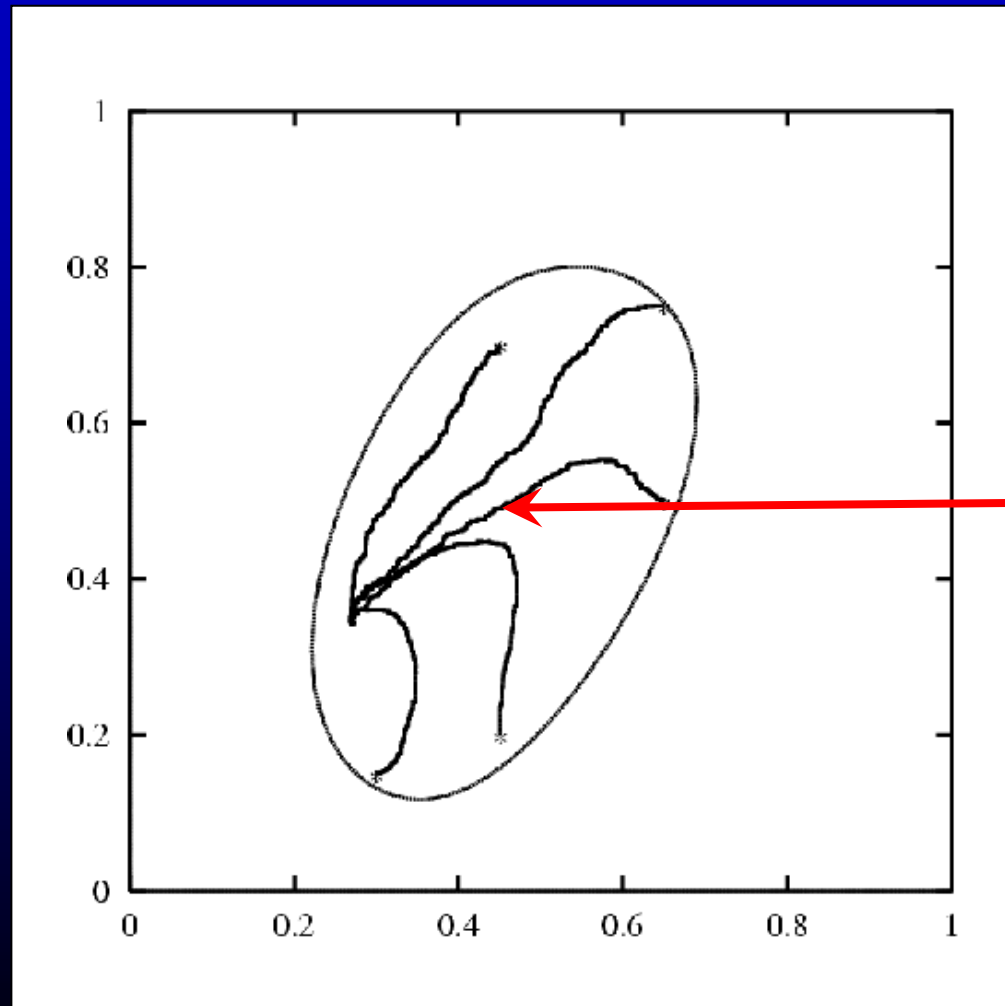


Illustration



Bundles of
evolutionary trajectories

Illustration



Mean
evolutionary trajectories

Hill-climbing on Adaptive Landscapes

Monomorphic and Deterministic

■ Canonical equation of adaptive dynamics

$$\frac{d}{dt} x_i = \frac{1}{2} \mu_i n_i \sigma_i^2 \frac{\partial}{\partial x'_i} f_i(x'_i, x) \Big|_{x'_i = x_i}$$

↑ evolutionary rate in species i

↑ mutation probability

↑ population size

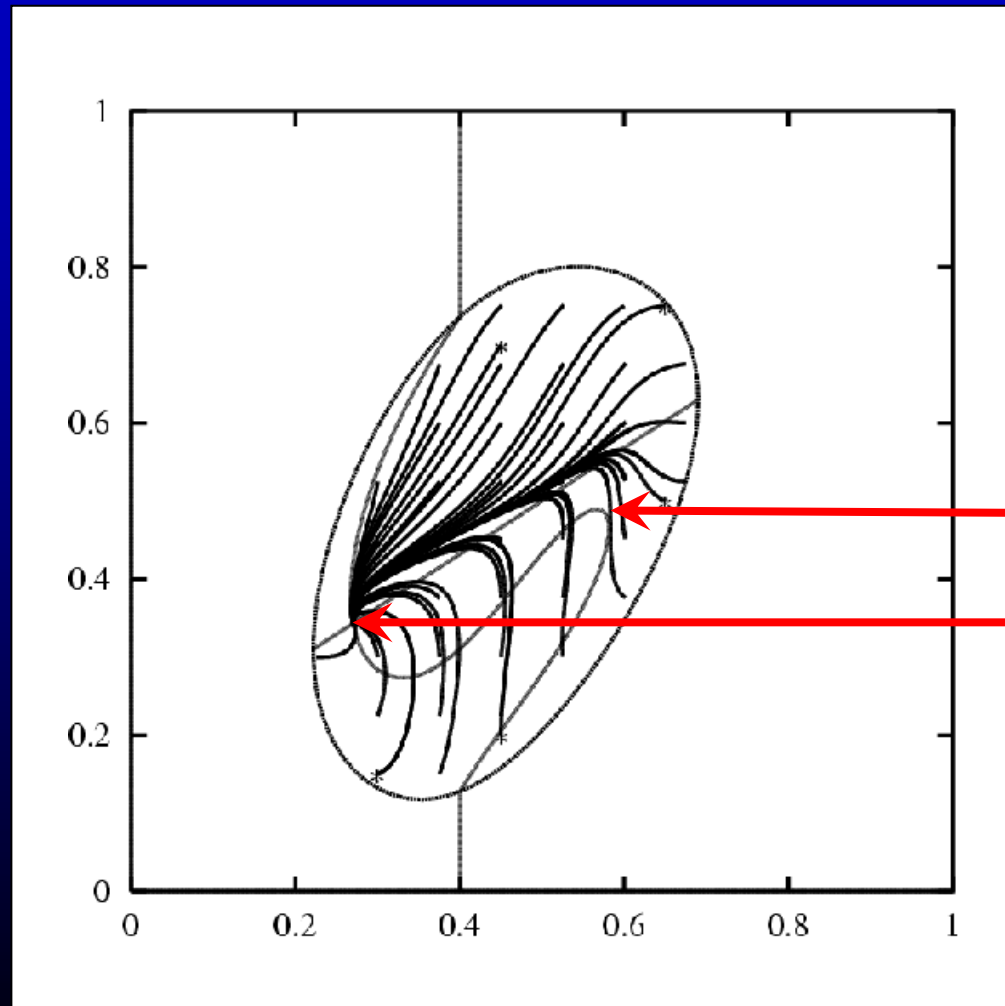
↑ mutation variance-covariance

↑ local selection gradient

↑ invasion fitness

Dieckmann and Law (1996)

Illustration



Evolutionary isoclines

Evolutionary fixed point

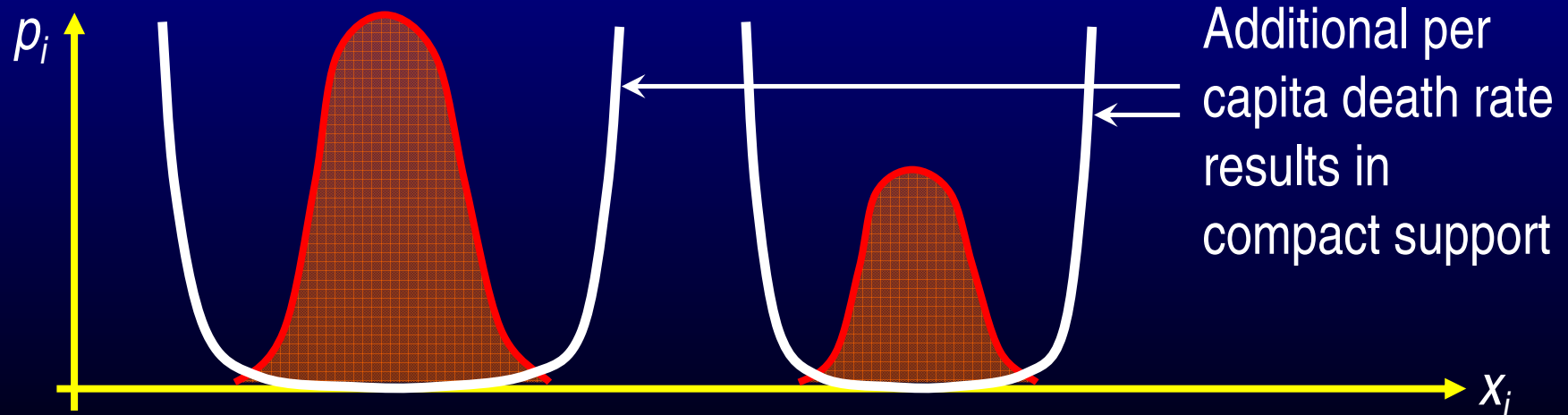
Reaction-Diffusion Models

Polymorphic and Deterministic

■ Kimura limit

$$\frac{d}{dt} p_i(x_i) = f_i(x_i, p) p_i(x_i) + \frac{1}{2} \mu_i \sigma_i^2 \frac{\partial^2}{\partial x_i^2} b_i(x_i, p) p_i(x_i)$$

■ Finite-size correction



Summary of Derivations

large population size
small mutation probability small mutation variance



large population size
large mutation probability

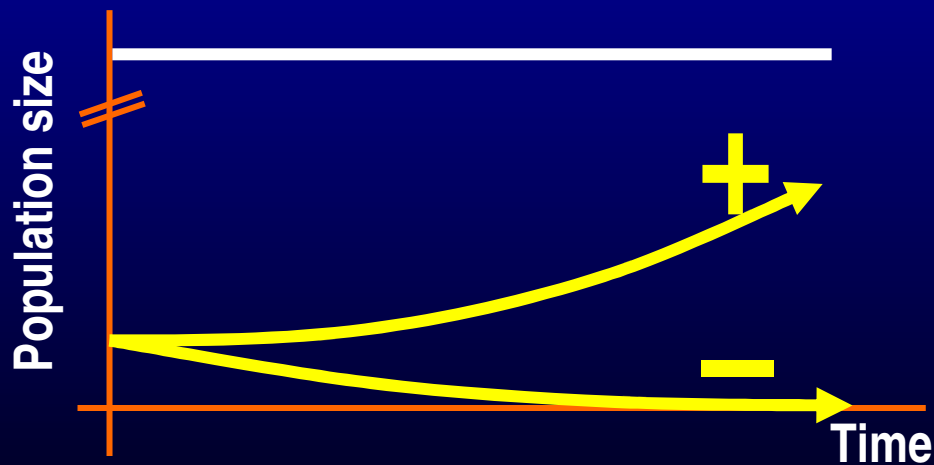
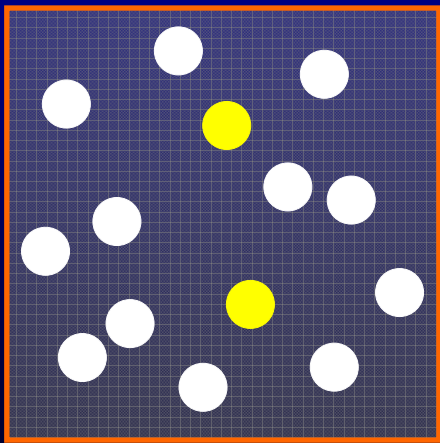
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**Evolutionary
Invasion
Analysis**

Invasion Fitness

■ Definition

Initial per capita growth rate of a small **mutant** population within a **resident** population at ecological equilibrium.



Metz *et al.* (1992)

Invasion Fitness

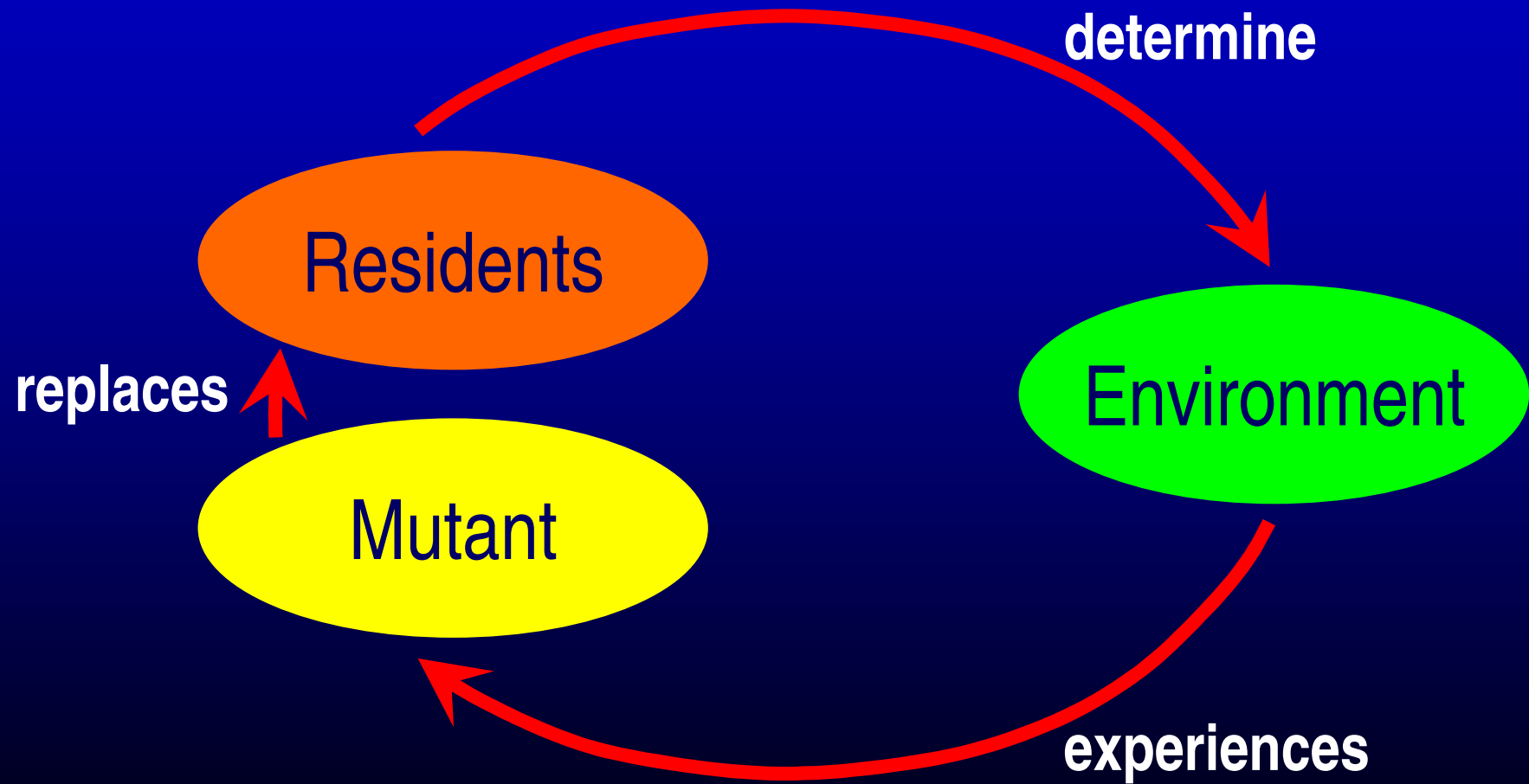
- Fitness is a function of two variables:

$$f(x', x)$$

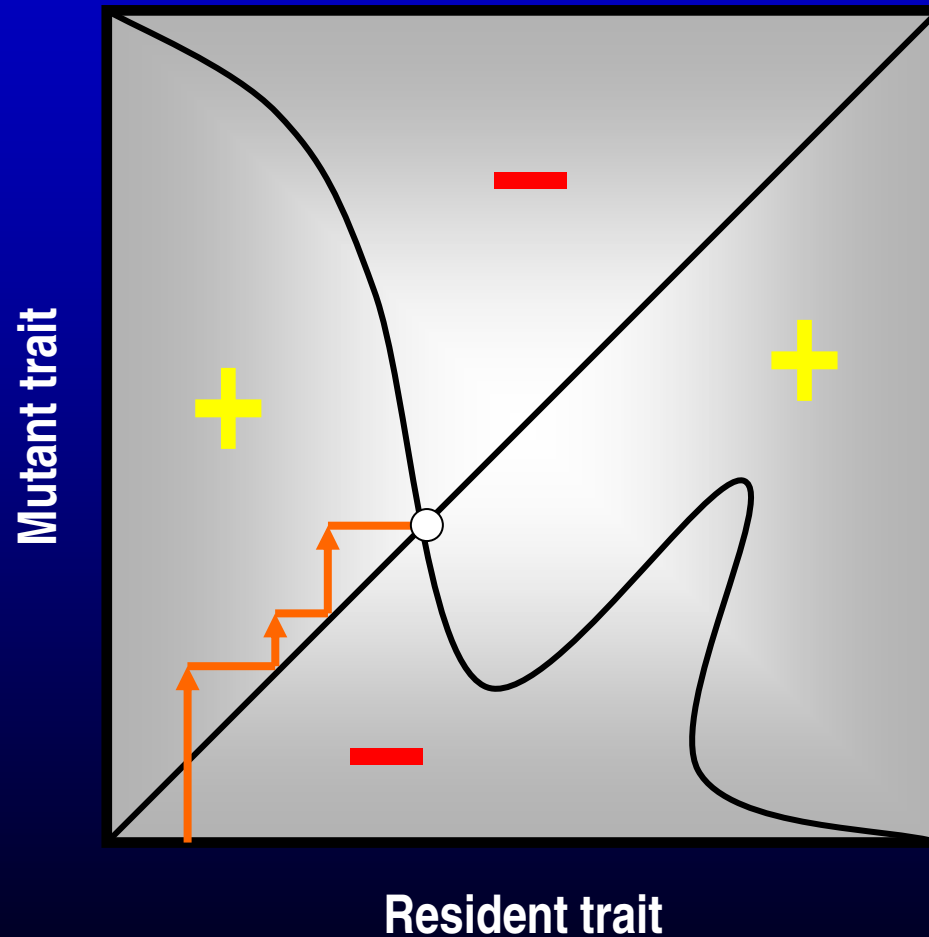
↑
mutant
trait

↑
resident
trait:
determines
environment

Environmental Feedback



Pairwise Invasibility Plots (PIPs)

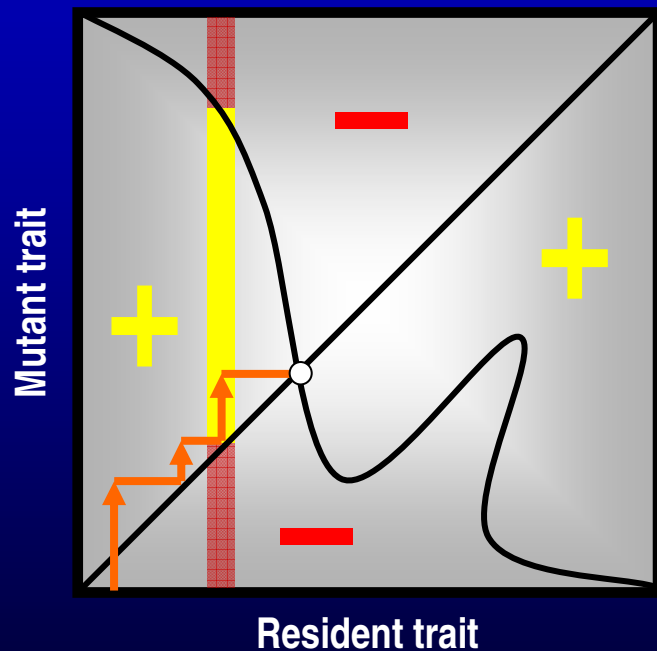


- +** Invasion of the mutant into the resident population possible
- Invasion impossible
- ↖** One trait substitution
- Singular phenotype

Geritz *et al.* (1997)

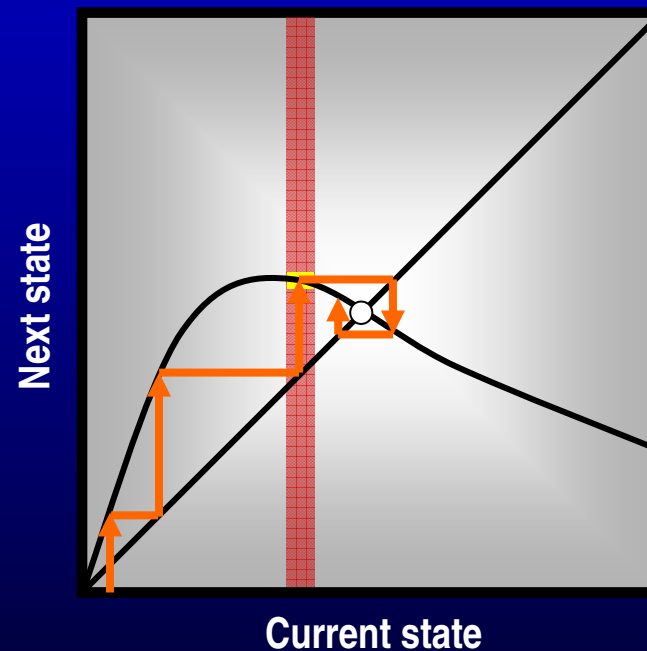
Reading PIPs: Comparison with Recursions

■ Trait substitutions



Size of vertical steps stochastic

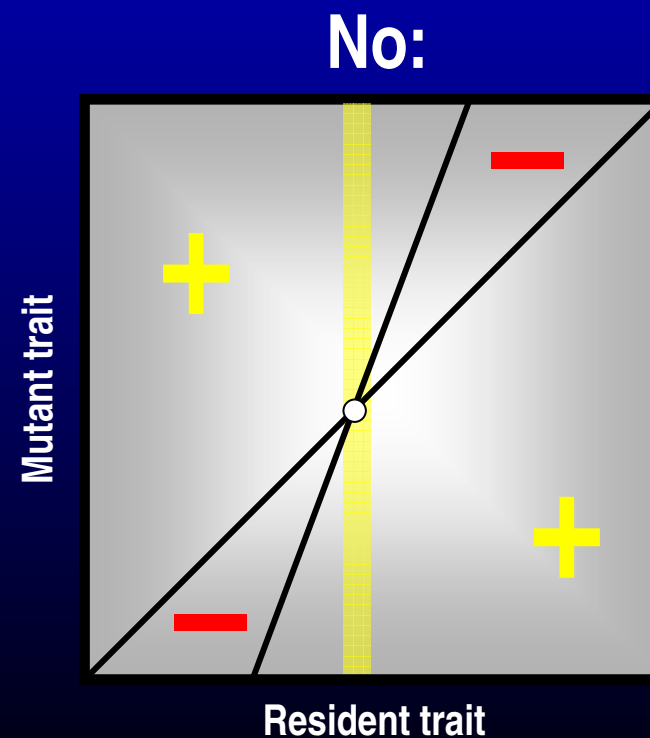
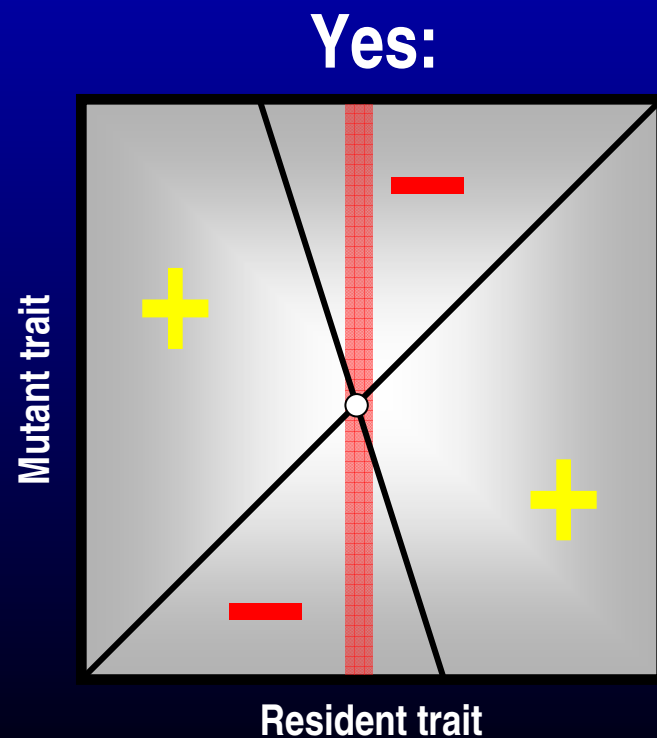
■ Recursion relations



Size of vertical steps deterministic

Reading PIPs: Evolutionary Stability

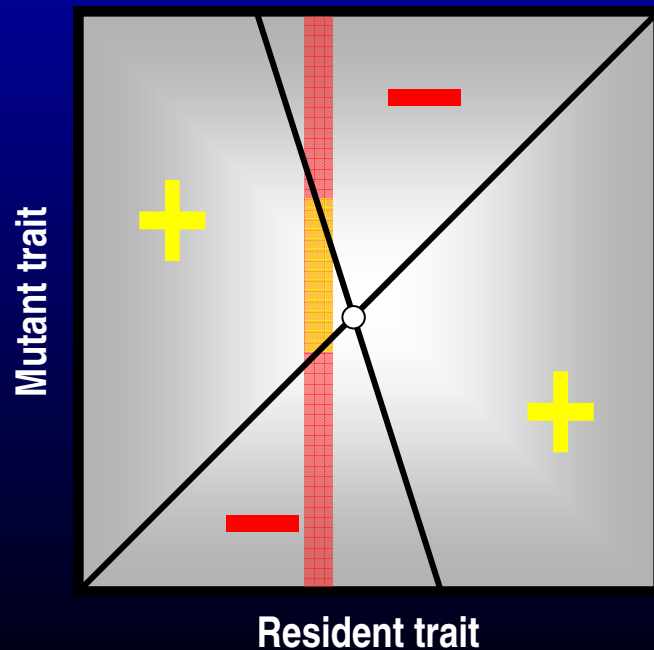
- Is a singular phenotype immune to invasions by neighboring phenotypes?



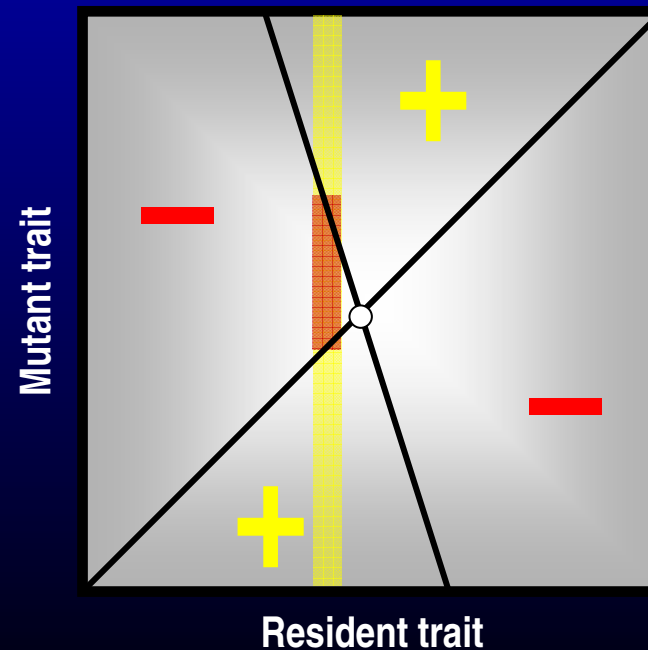
Reading PIPs: Convergence Stability

- When starting from neighboring phenotypes, do successful invaders lie closer to the singular one?

Yes:



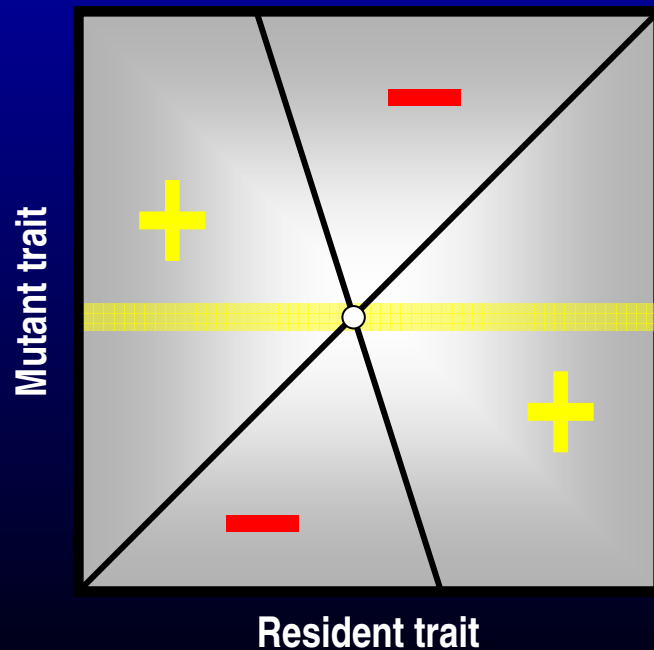
No:



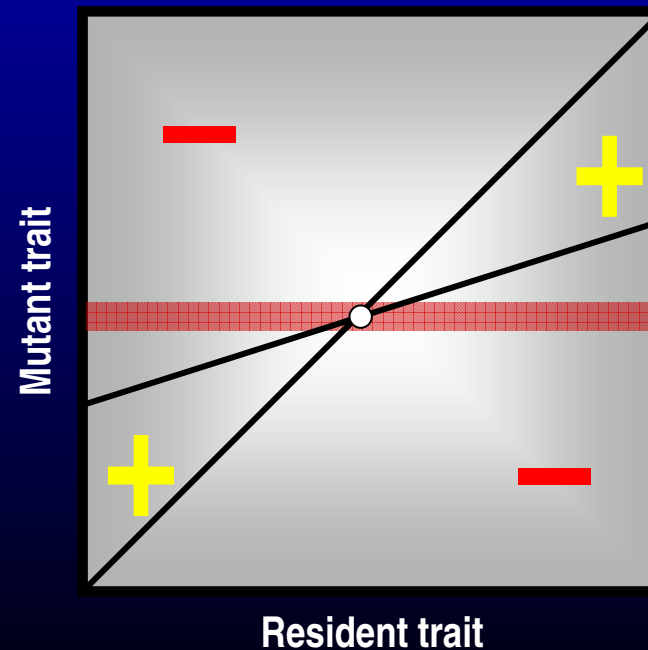
Reading PIPs: Invasion Potential

- Is the singular phenotype capable of invading into all its neighboring types?

Yes:



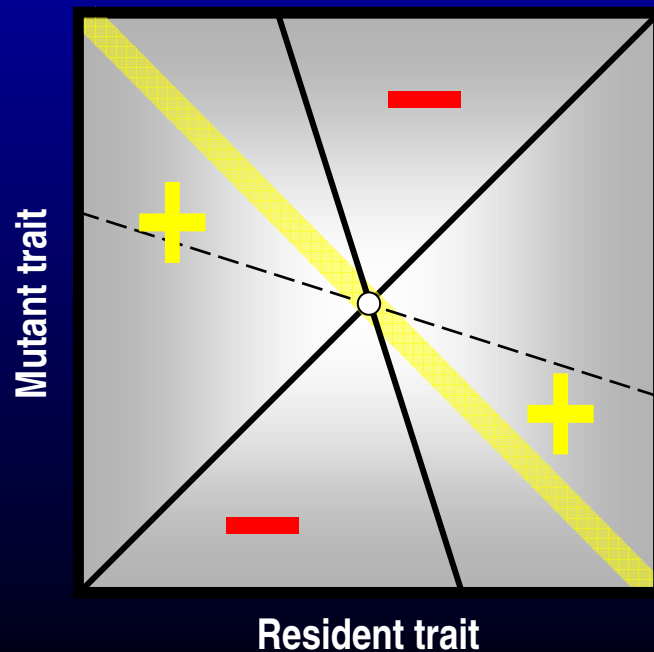
No:



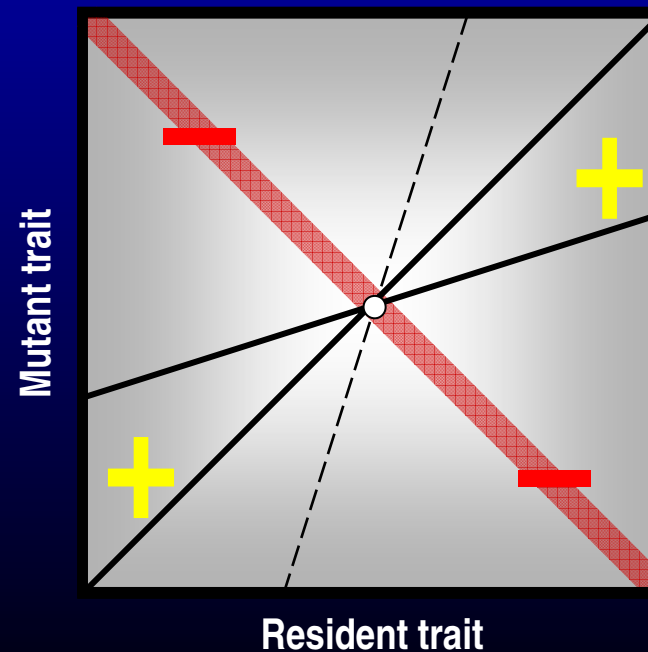
Reading PIPs: Mutual Invasibility

- Can a pair of neighboring phenotypes on either side of a singular one invade each other?

Yes:

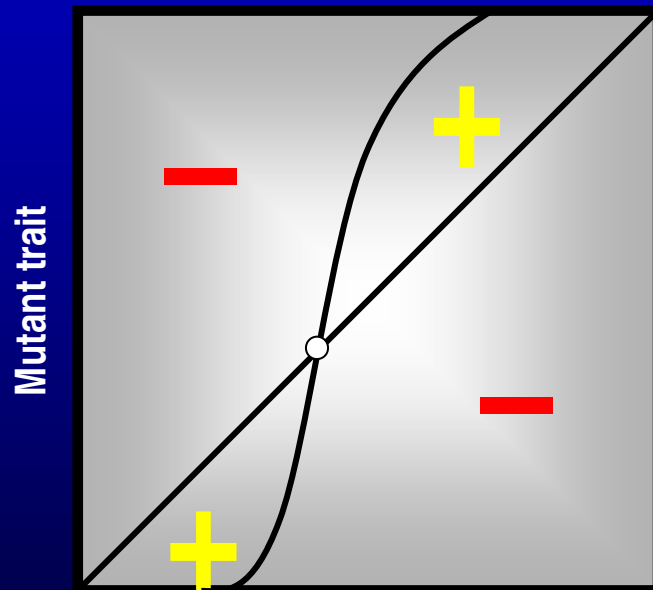


No:



Two Especially Interesting Types of PIP

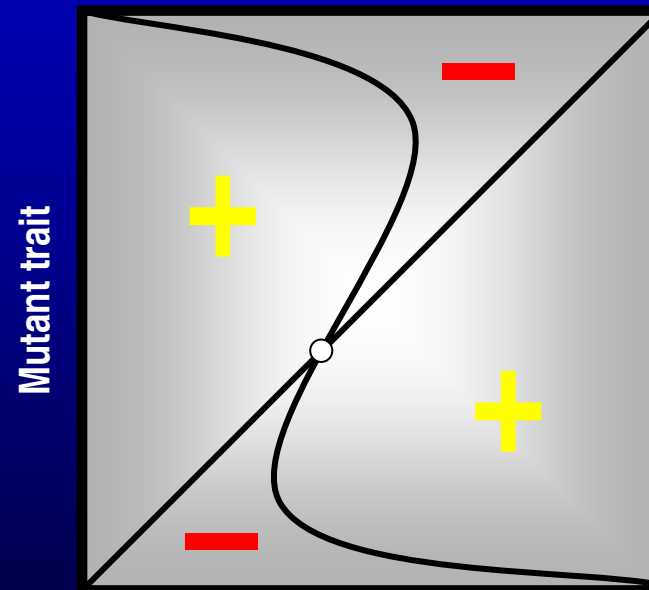
■ Garden of Eden



Resident trait

Evolutionarily stable,
but not convergence stable

■ Branching Point



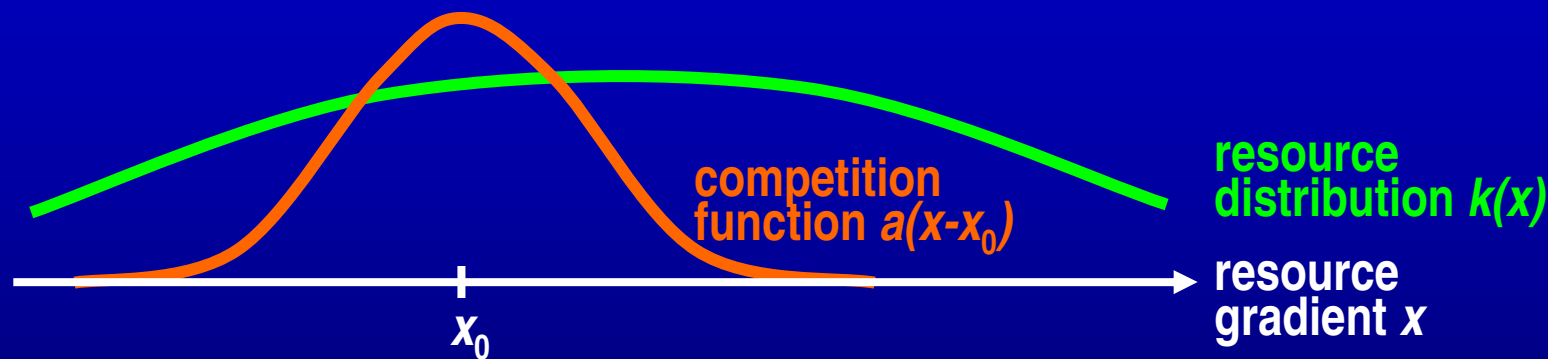
Resident trait

Convergence stable,
but not evolutionarily stable

4

**Example:
Resource
Competition**

Example: Resource Competition



Dynamics of population sizes n_i of strategy x_i

$$\frac{d}{dt} n_i = r n_i \left[1 - \frac{1}{k(x_i)} \sum_j a(x_i - x_j) n_j \right]$$

Analysis of Example

■ Step 1: Invasion Fitness

$$f(x', x) = r \left[1 - \frac{1}{k(x')} (a(0)n' + a(x' - x)n) \right]$$

1 $n' \rightarrow 0$

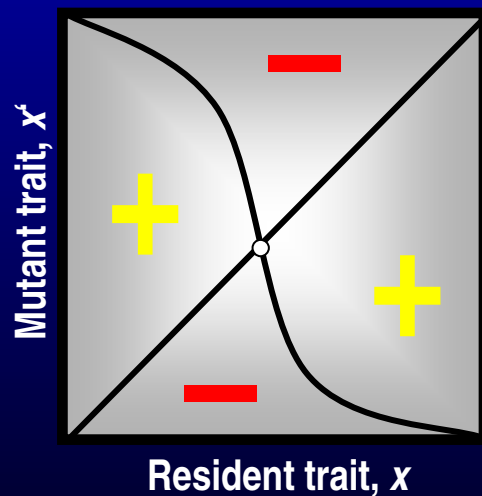
2 $n \rightarrow n_{\text{eq}} = k(x)$

$$f(x', x) = r \left[1 - a(x' - x) \frac{k(x)}{k(x')} \right]$$

Analysis of Example

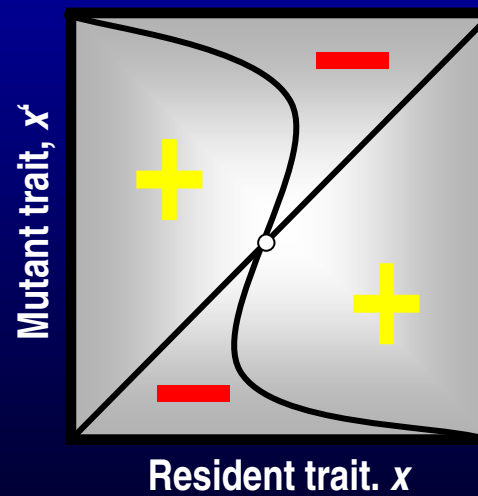
■ Step 2: Pairwise Invasibility Plots

With $k = k_0 N(0, \sigma_k)$ and $a = N(0, \sigma_a)$ we obtain
for $\sigma_a > \sigma_k$



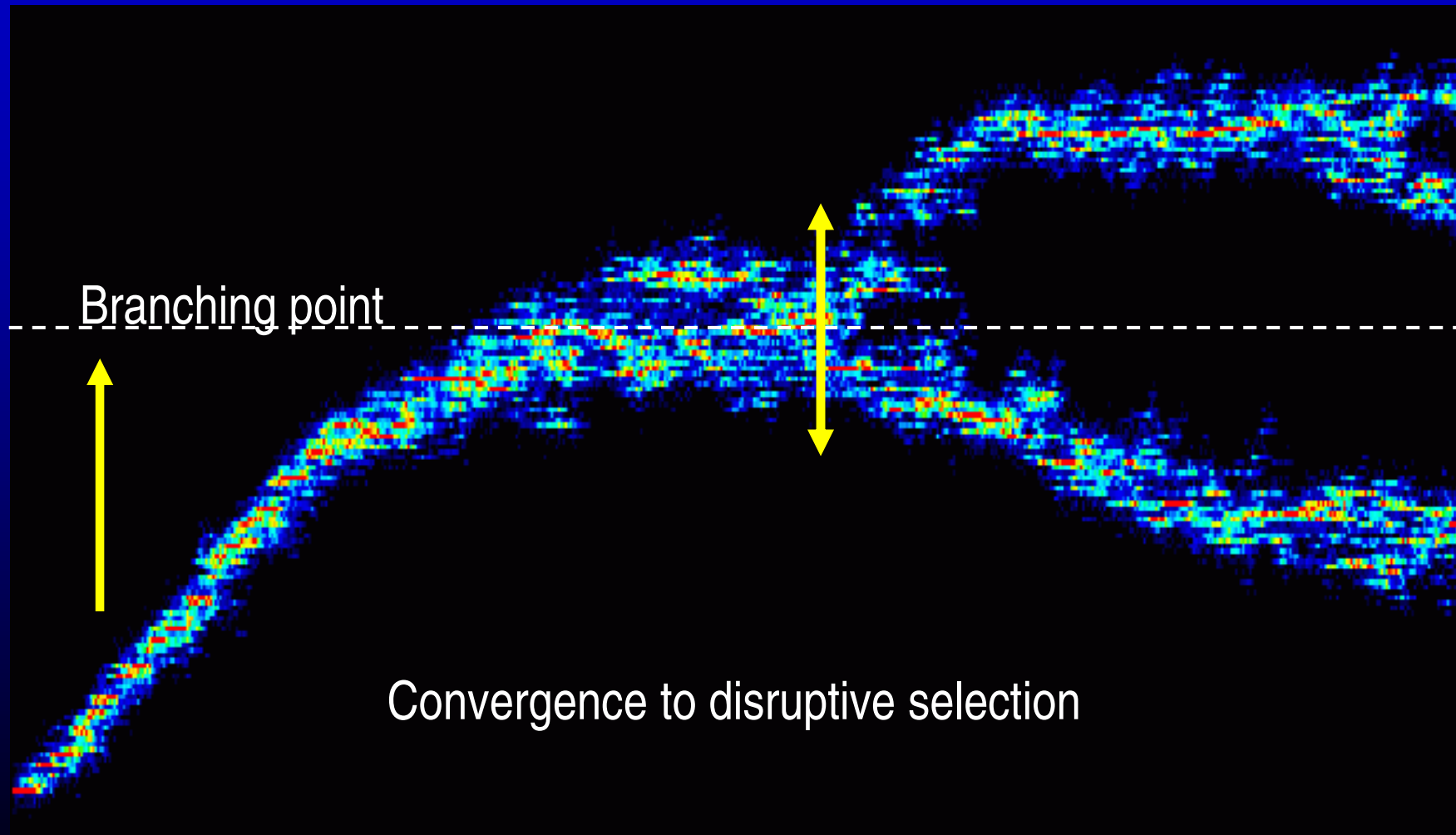
Evolutionary Stability

for $\sigma_a < \sigma_k$

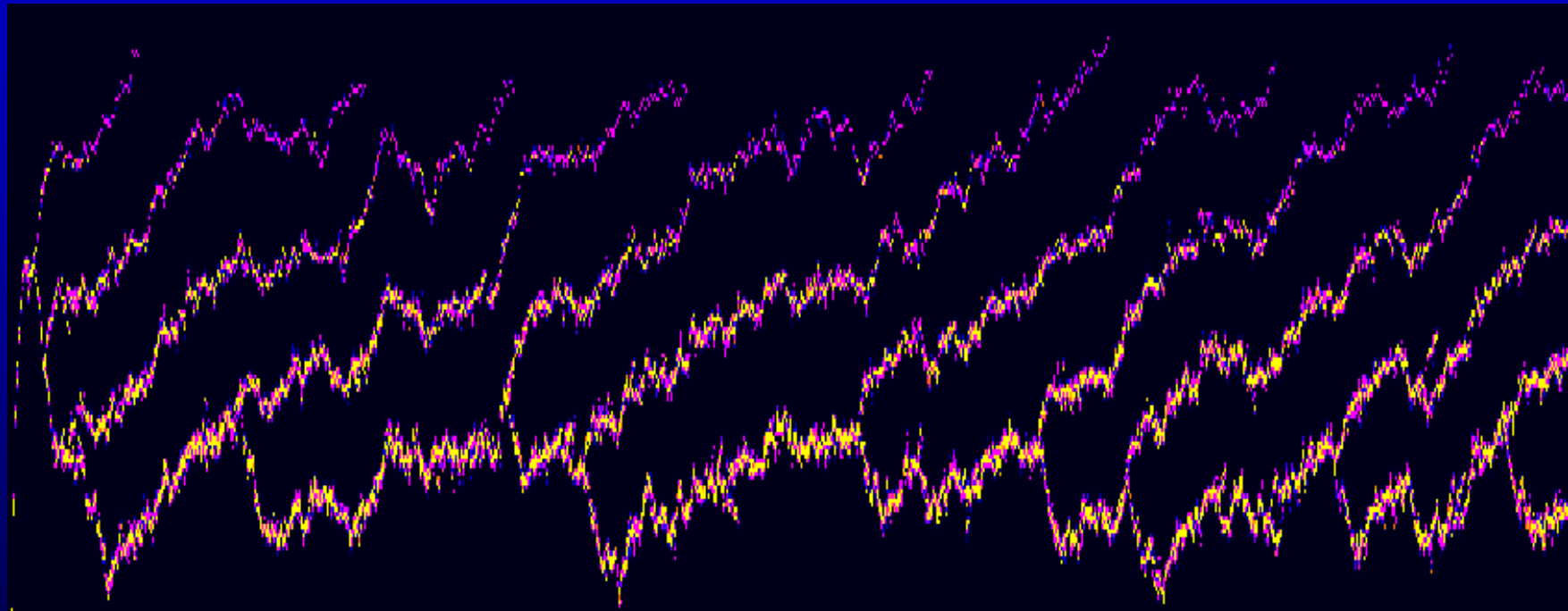


Evolutionary Branching

Evolutionary Branching



Asymmetric Competition: Taxon Cycles



Cyclic pattern of evolutionary branching and
evolution-driven extinction