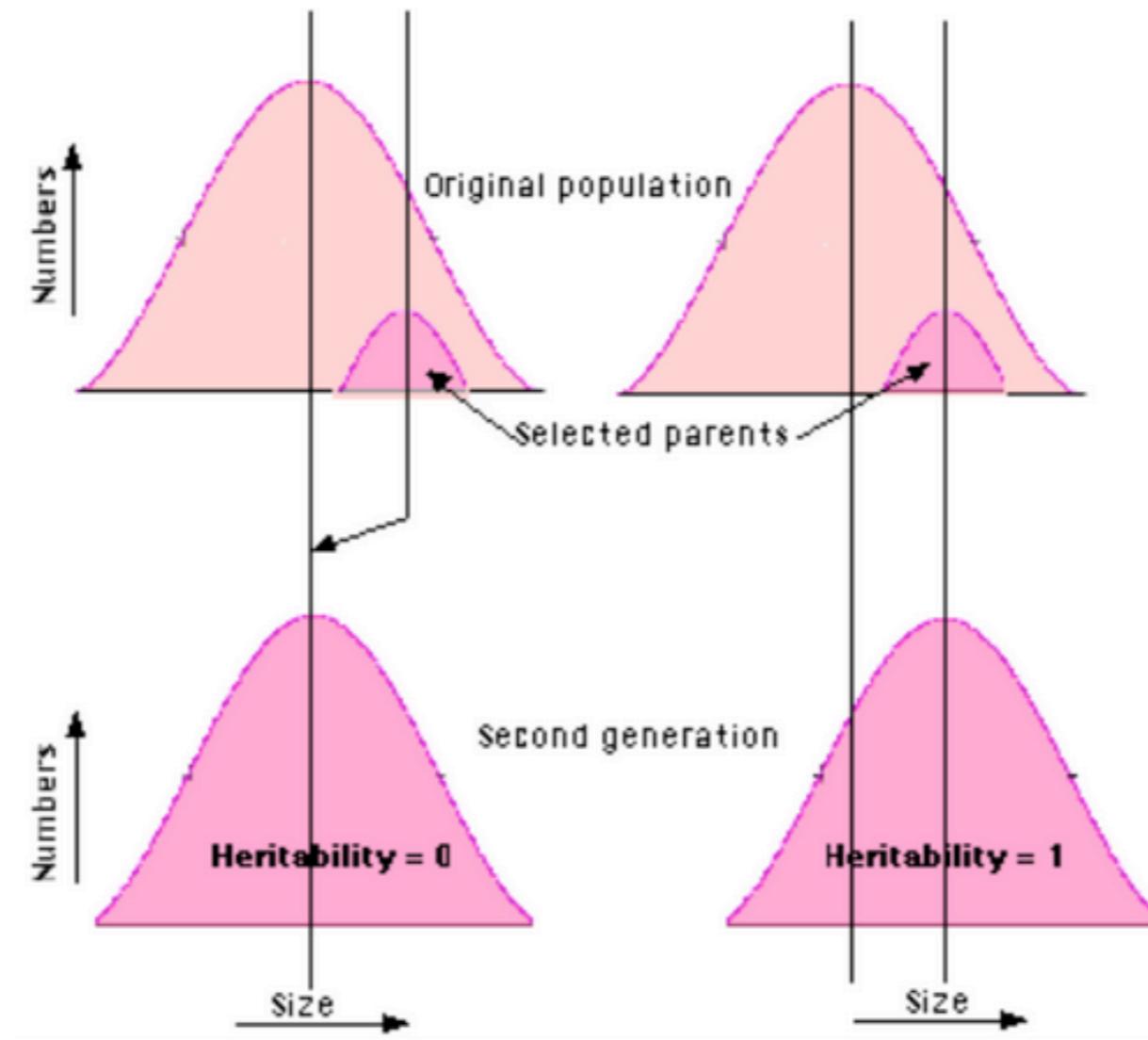


## **5. Dinámica Adaptativa**

### 5.1 Evolución de estrategias de vida en un contexto ecológico

# heritability



**trait**

A allele = 4 units  
 a allele = 2 units

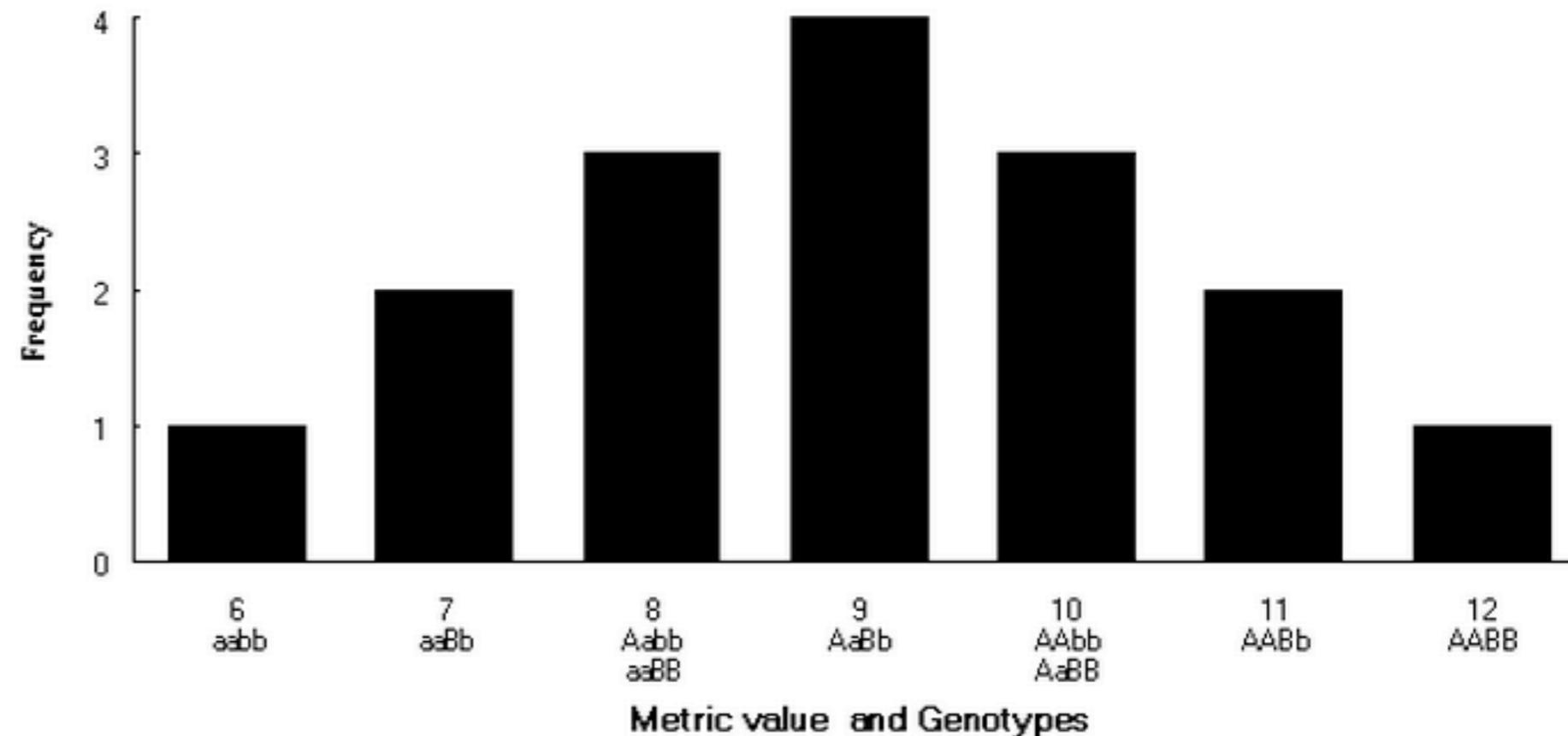
B allele = 2 units  
 b allele = 1 units

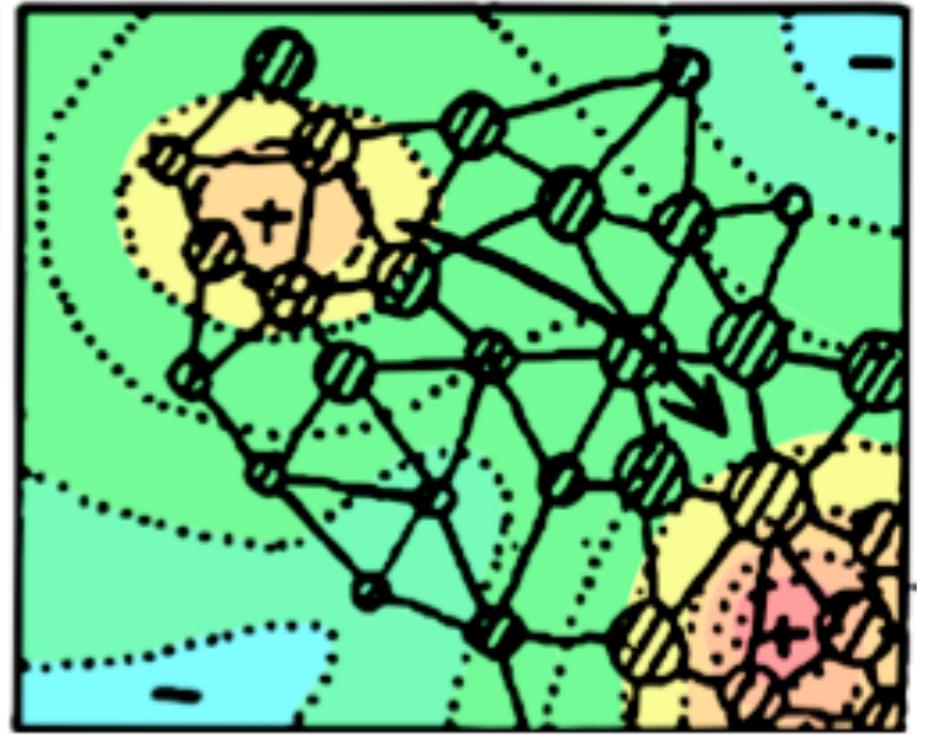
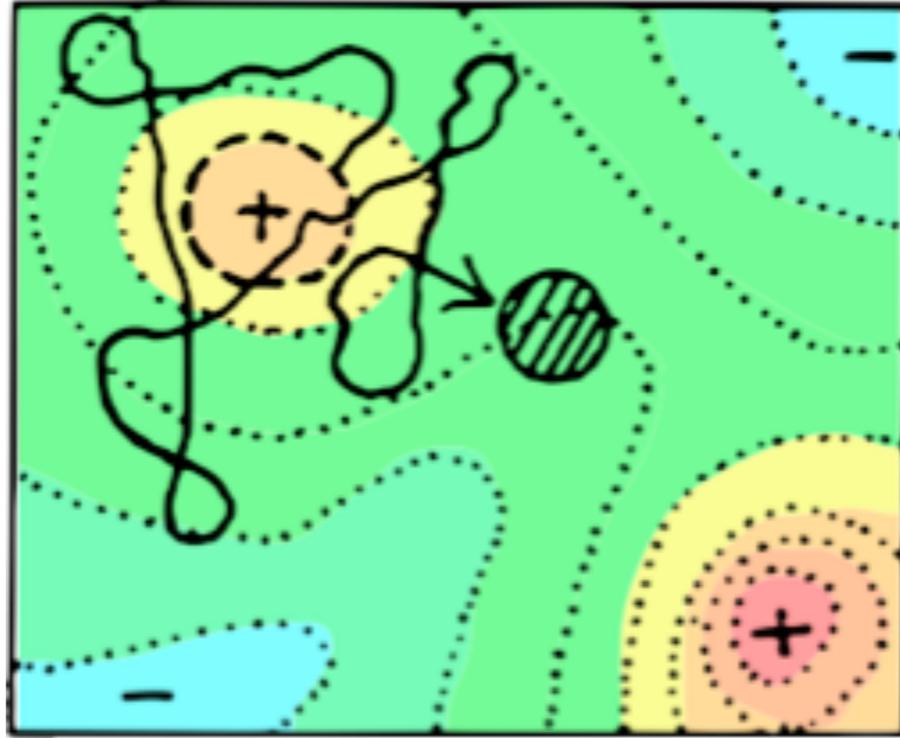
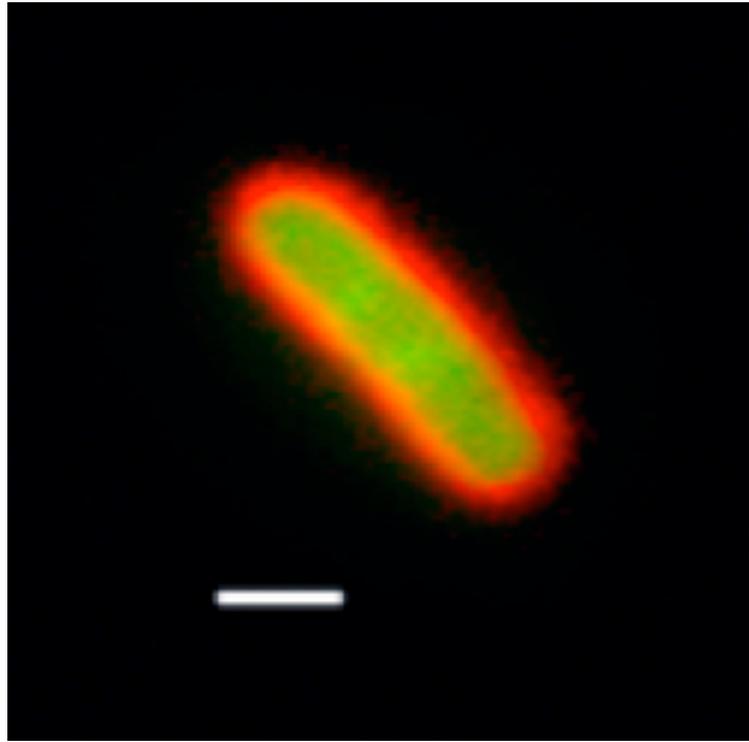
number of genotypes =  $3^n$

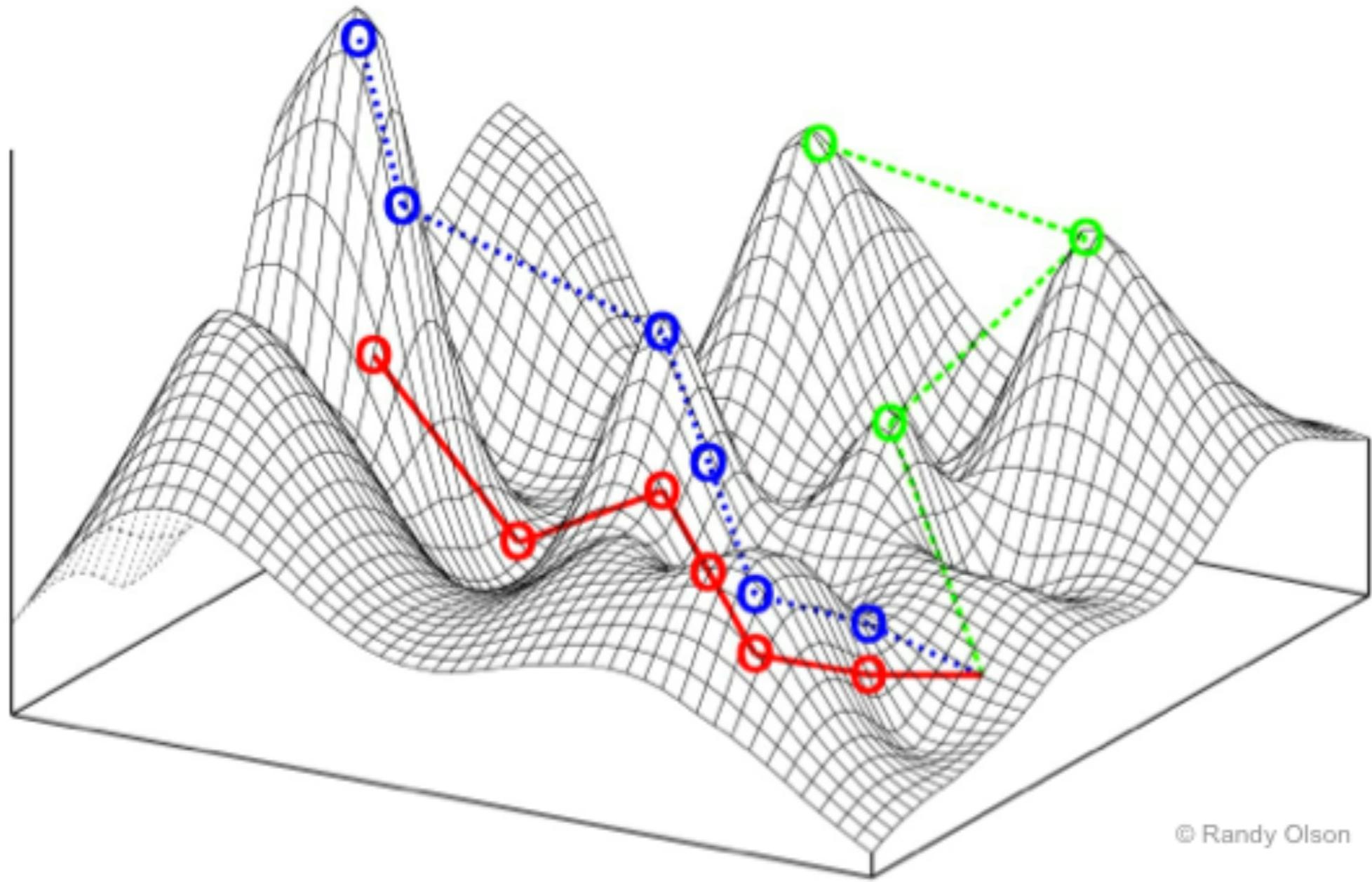
(n = number of genes involved in the expression of the trait)

# of genes	# of genotypes
1	3
2	9
5	243
10	59,049

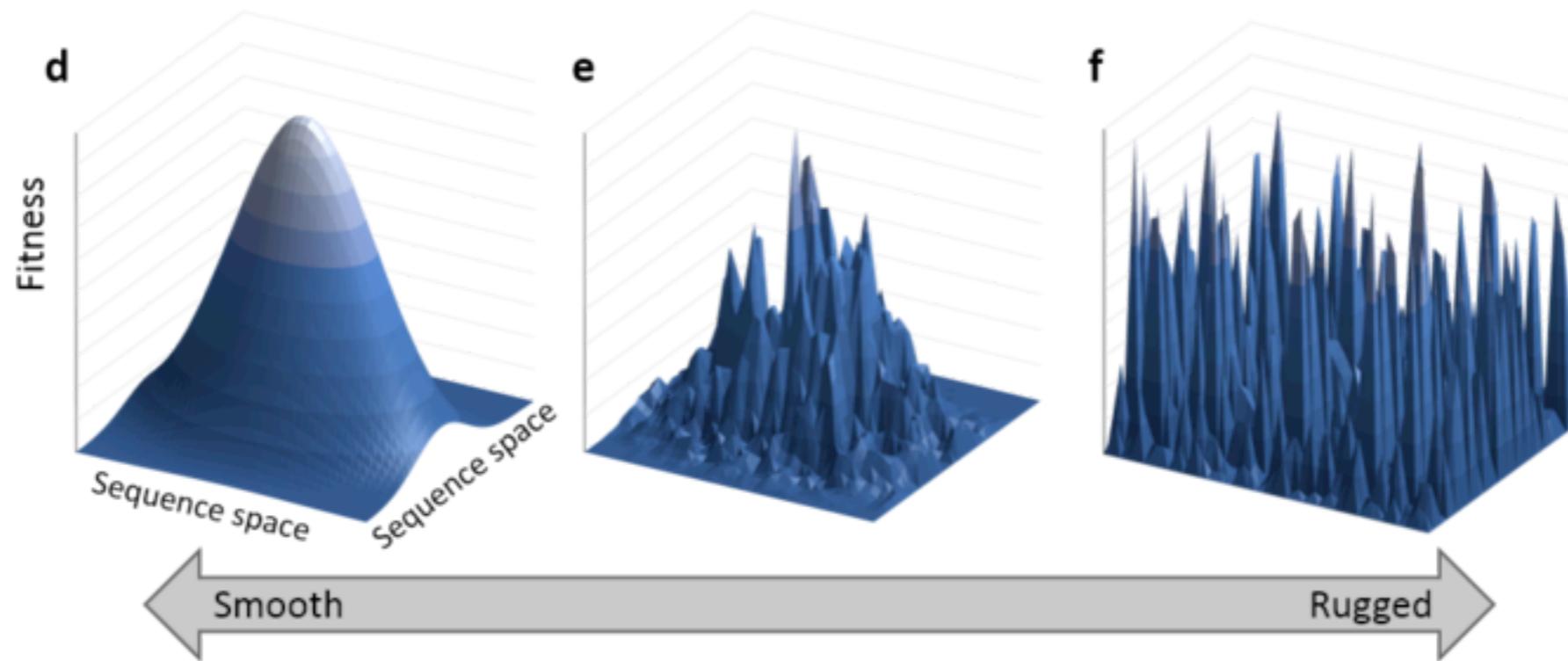
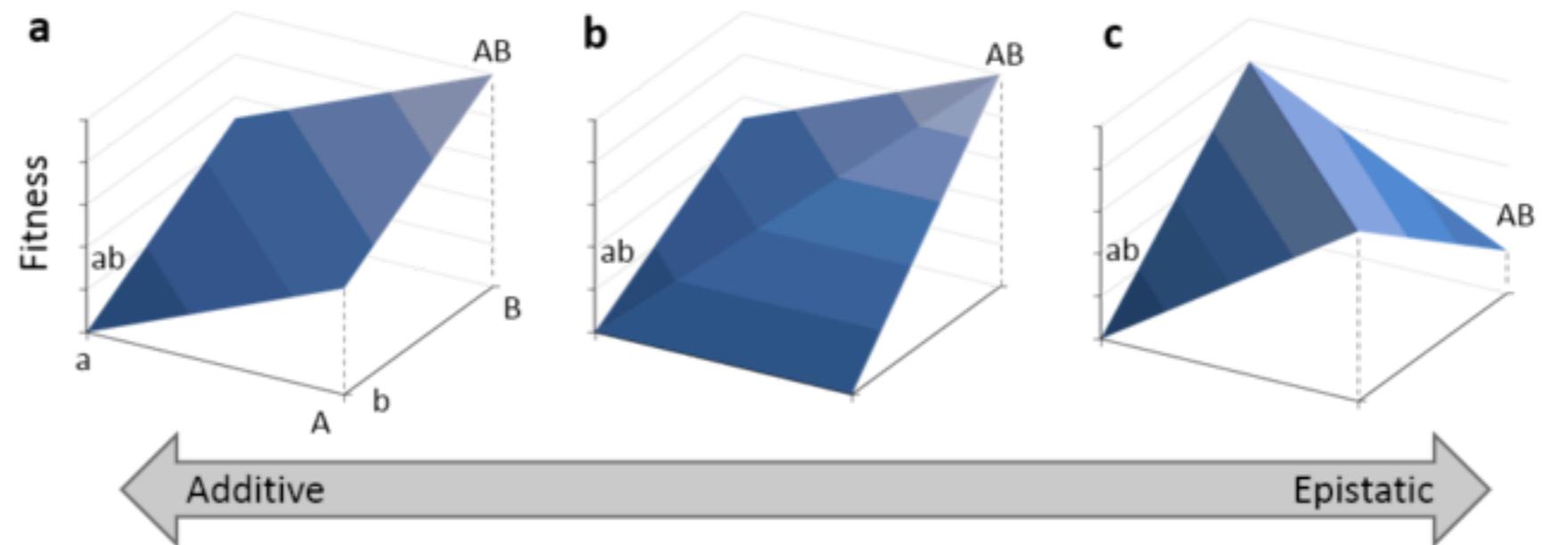
Genotype	Ratio in F <sub>2</sub>	Metric Value
AABB	1	12
AABb	2	11
AAbb	1	10
AaBB	2	10
AaBb	4	9
Aabb	2	8
aaBB	1	8
aaBb	2	7
aabb	1	6

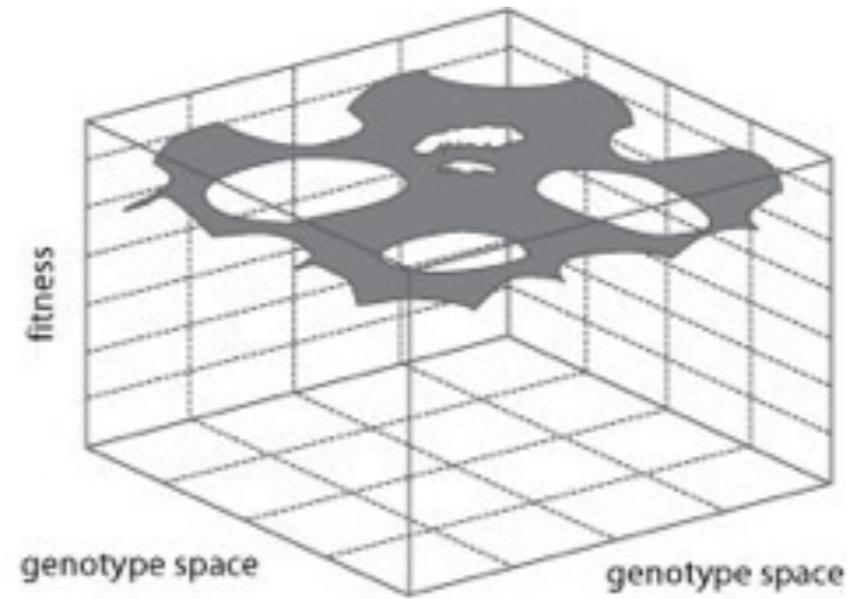
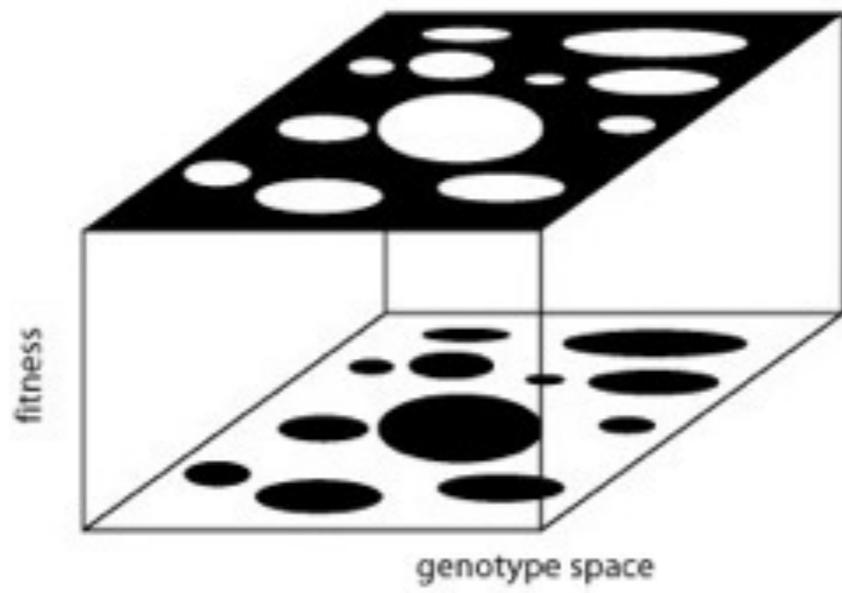




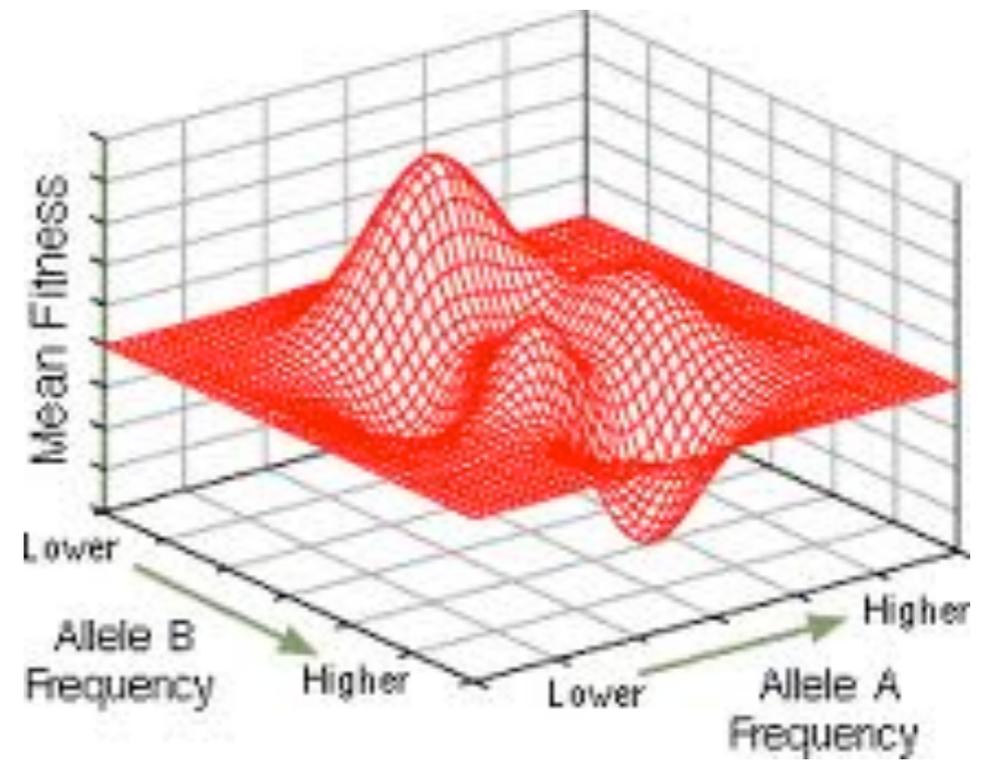


© Randy Olson

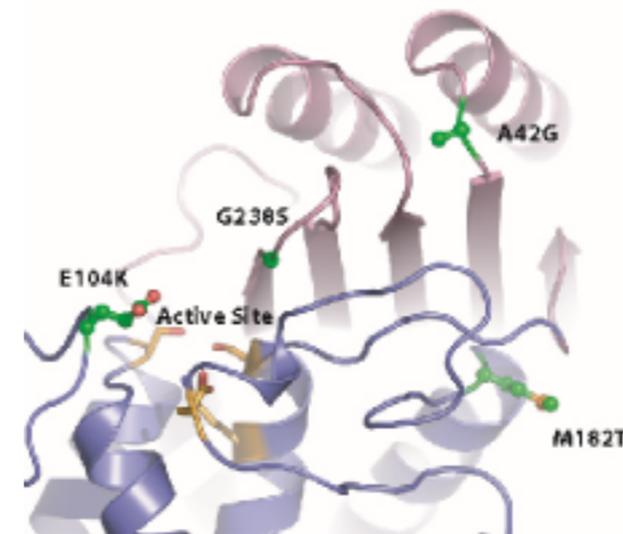
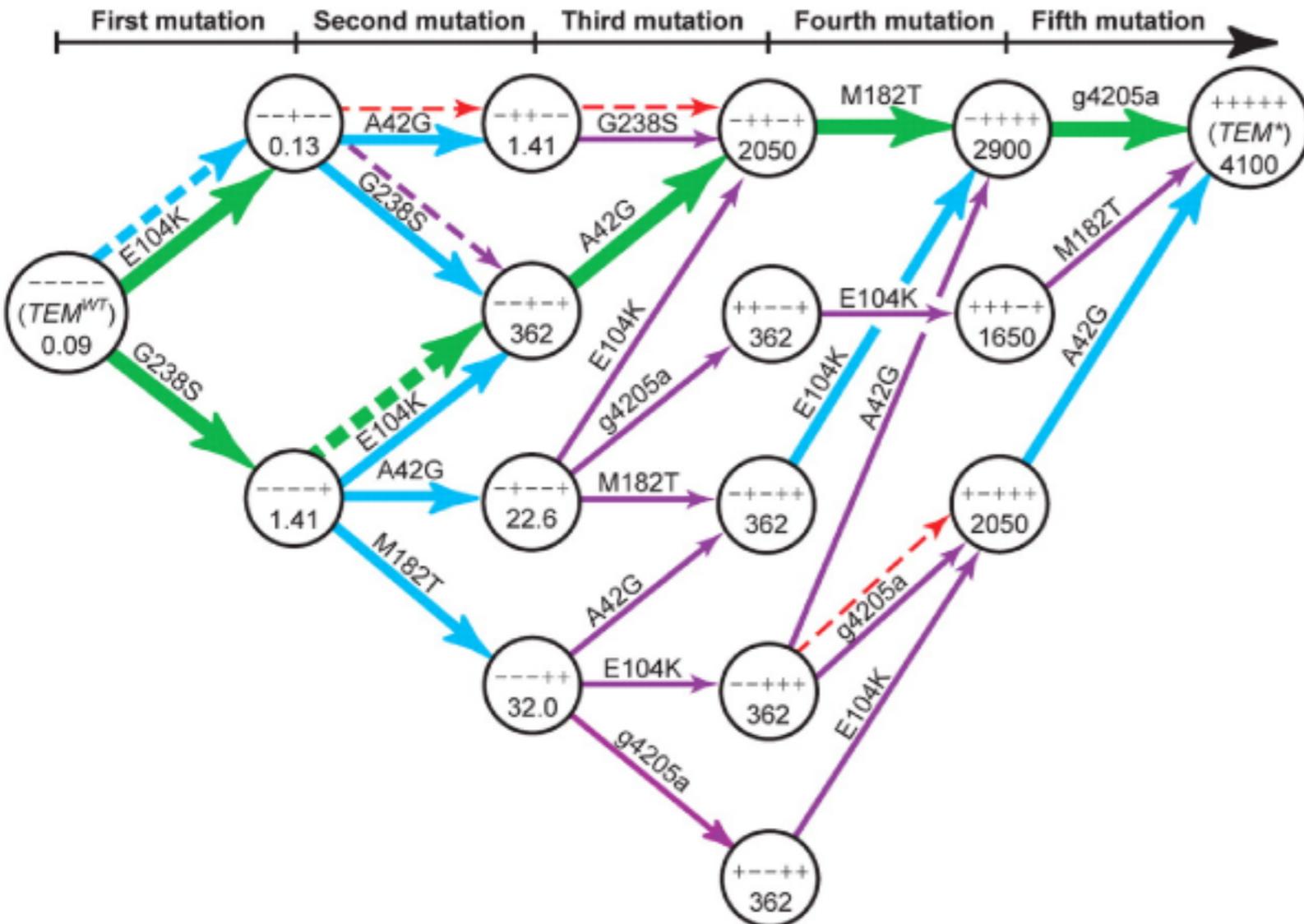




Left: From Gavrilets 1997, right from Gavrilets 2003



# Microevolution

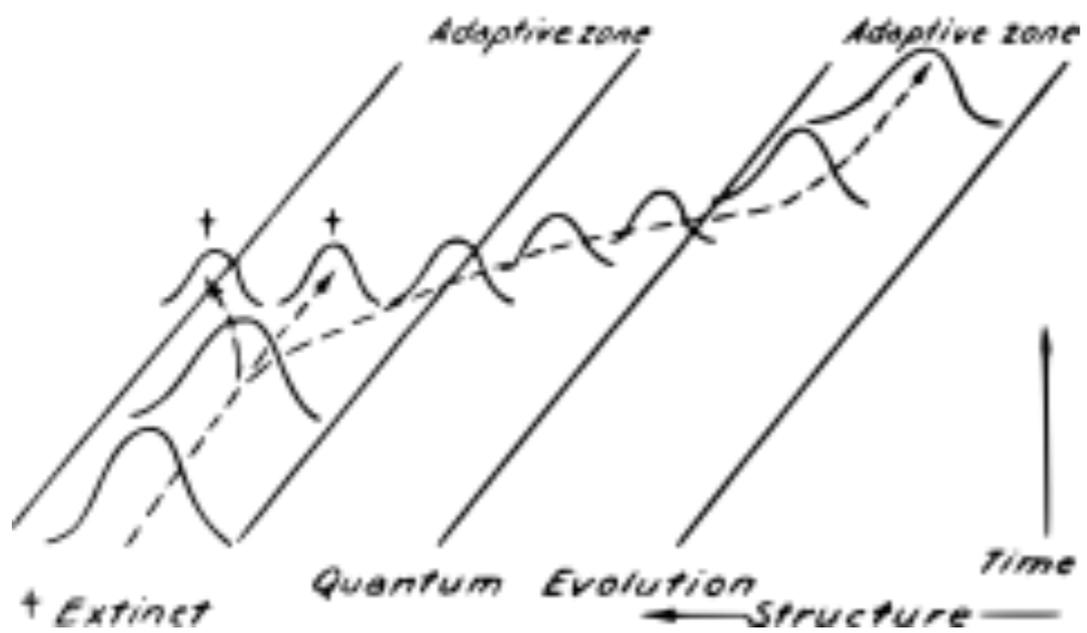
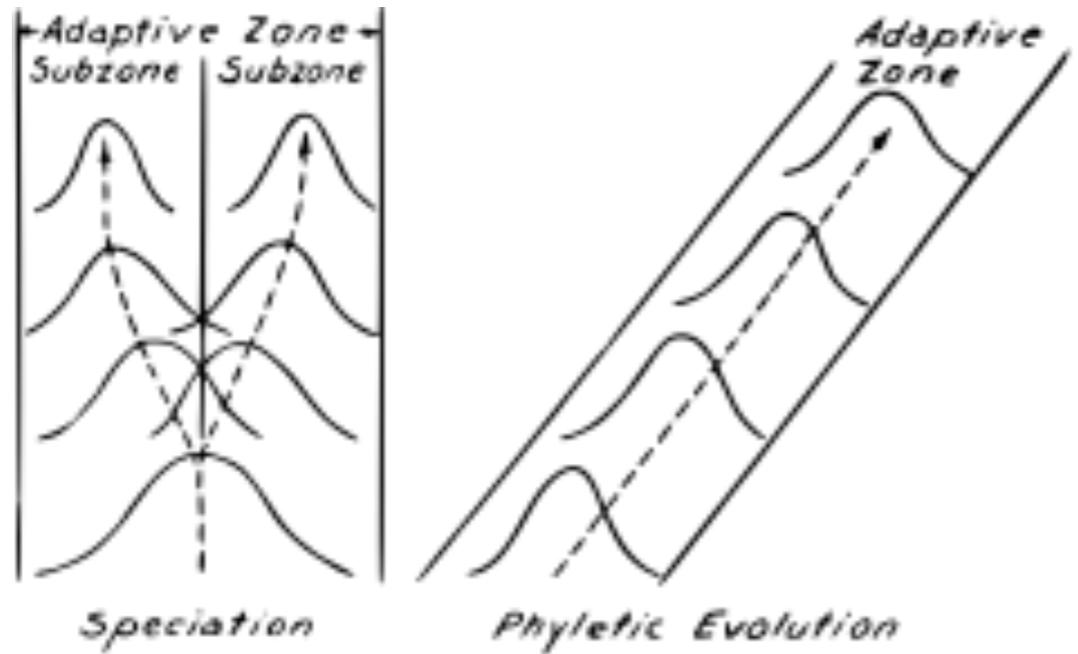


*Beta-lactamase protein*

**Darwinian Evolution Can Follow Only Very Few Mutational Paths to Fitter Proteins**

Daniel M. Weinreich,\* Nigel F. Delaney,† Mark A. DePristo, Daniel L. Hartl

# Microevolution



article

*Nature* 246, 15 - 18 (02 November 1973); doi:10.1038/246015a0

# The Logic of Animal Conflict

J. MAYNARD SMITH\* & G. R. PRICE†

Evolutionary Game Theory

Evolutionary Stable Strategy  
(ESS)

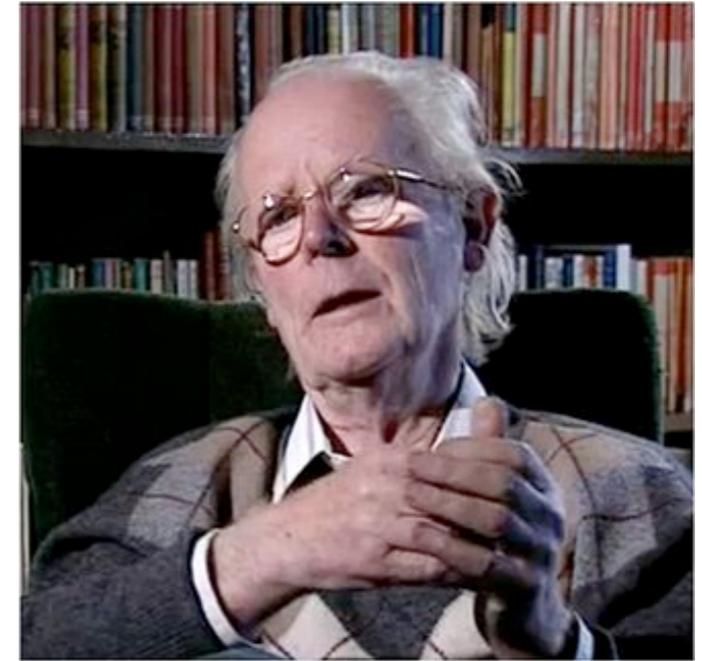


Population Dynamics

+

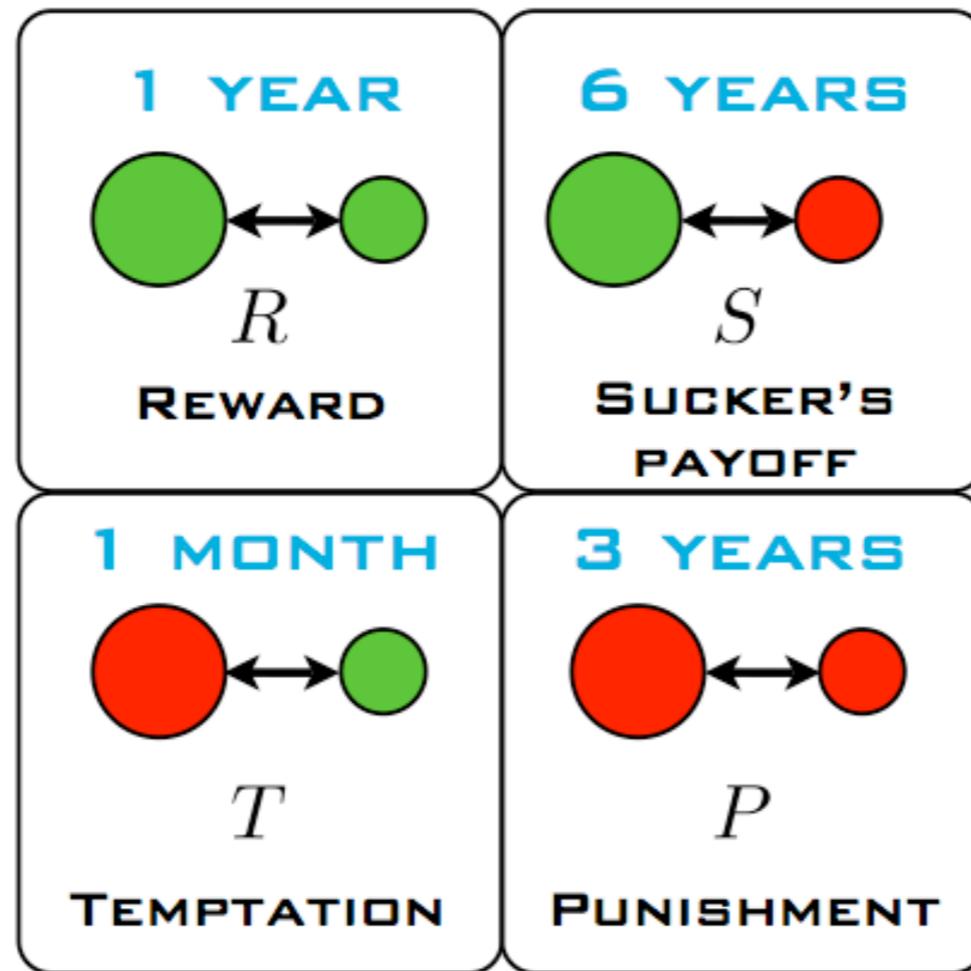
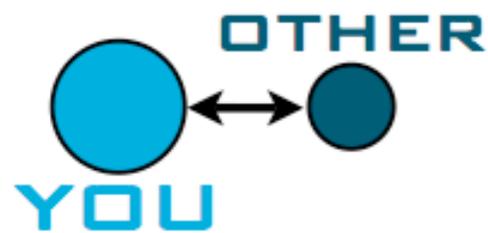
Game Theory

Nash equilibrium



# PRISONER'S DILEMMA

## COOPERATIVE VS DEFECTIVE



$$P = \begin{pmatrix} R & S \\ T & P \end{pmatrix}$$

$$T > R > P > S$$

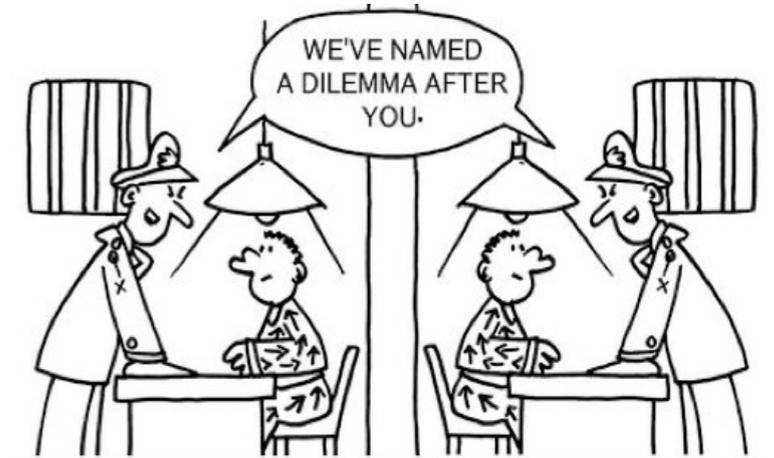
COOPERATING      DEFECTING

⇒ Tragedy of the commons



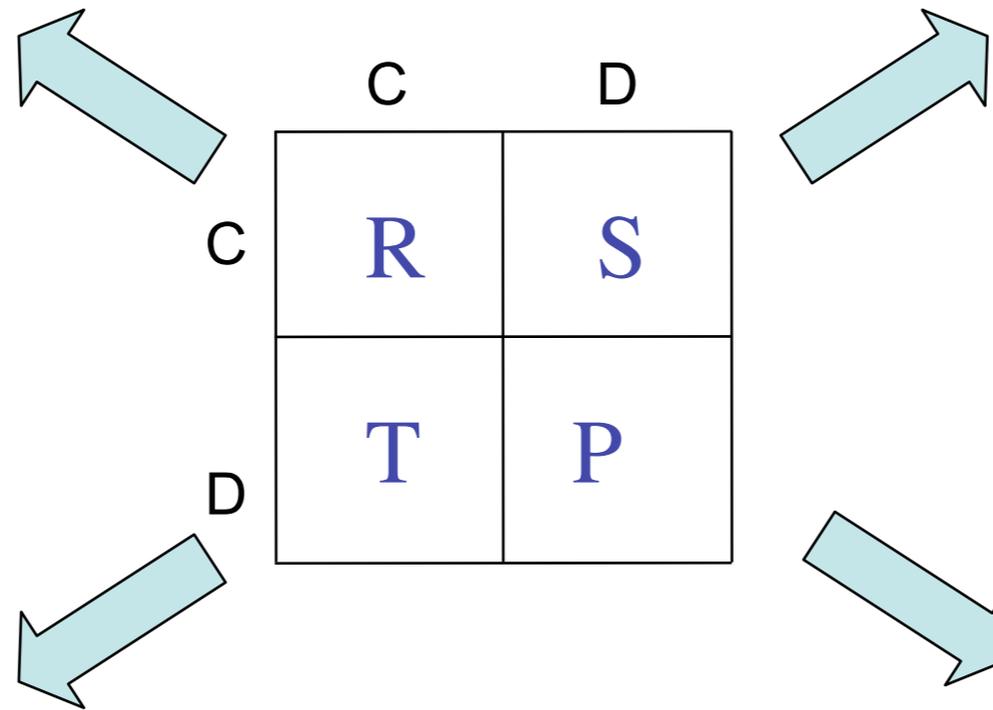
Stag Hunt game

$$S < P < T < R$$



Prisoner's Dilemma

$$S < P < R < T$$



$$P < S < T < R$$

Harmony game



$$P < S < R < T$$

Hawk and Dove game



## Replicator equation

$$\frac{\dot{p}_d}{p_d} = f_d - \bar{f}$$

$$\bar{f} = f_c \underbrace{(1 - p_d)}_{p_c} + f_d p_d$$

$$\frac{\dot{p}_d}{p_d} = f_d - f_c(1 - p_d) - f_d p_d$$

$$\frac{\dot{p}_d}{p_d} = (f_d - f_c) - f_d p_d + f_c p_d$$

$$\frac{\dot{p}_d}{p_d} = (f_d - f_c) - (f_d - f_c)p_d$$

$$\frac{\dot{p}_d}{p_d} = \underbrace{(f_d - f_c)}_{\Delta f} (1 - p_d)$$

## Logistic equation

$$\dot{p}_d/p_d = (f_d - f_c)(1 - p_d)$$

$$\Delta f = f_d - f_c$$

Interaction GAME

$$f_c = (1 - p_d) \cdot R + p_d \cdot S$$

$$f_d = (1 - p_d) \cdot T + p_d \cdot P$$

$$\Delta f = (1 - p_d) \cdot (T - R) + p_d \cdot (P - S)$$

$$\Delta f = (1 - p_d) \cdot (T - R) + p_d \cdot (P - S)$$

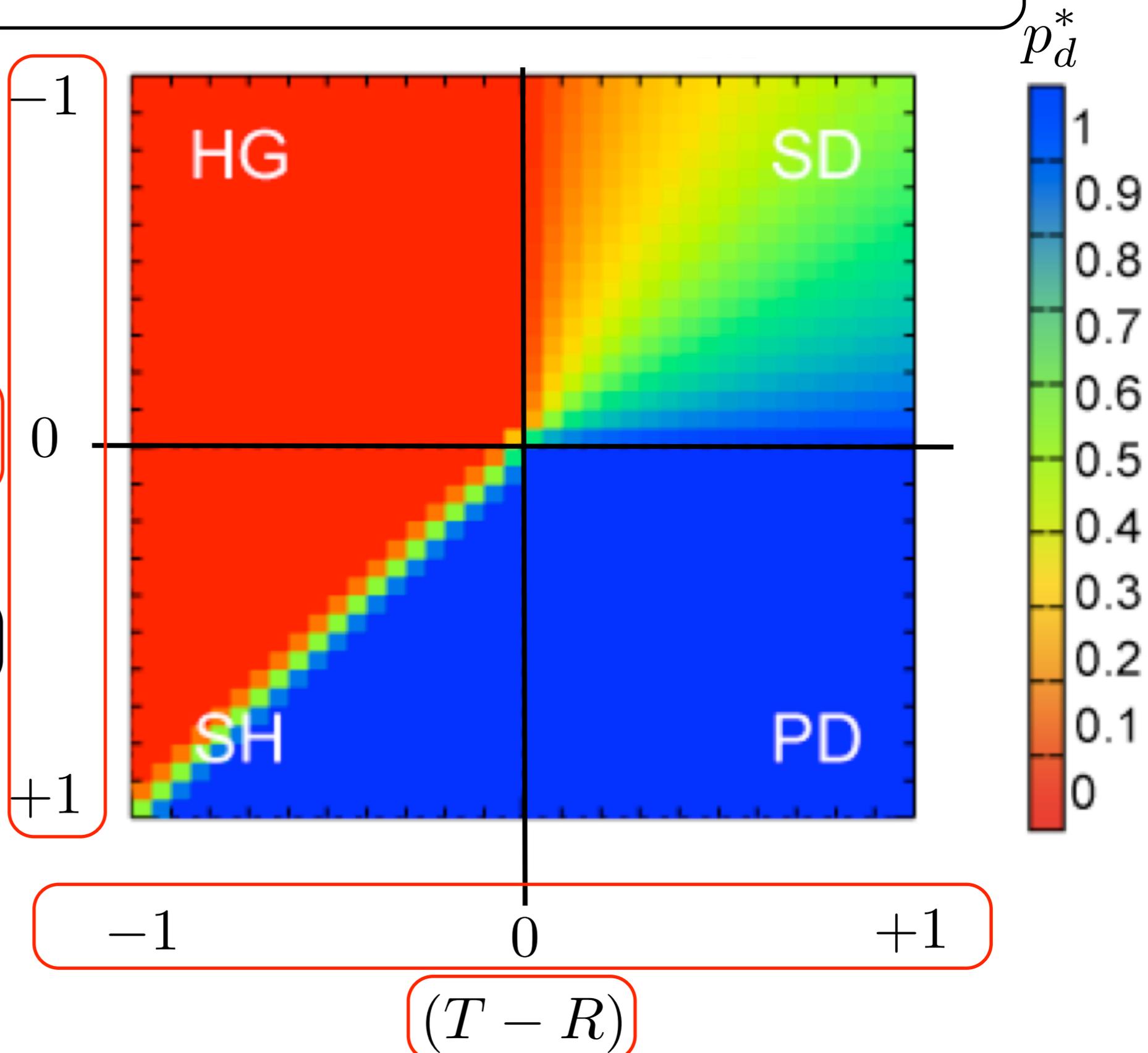
$$(P - S)$$

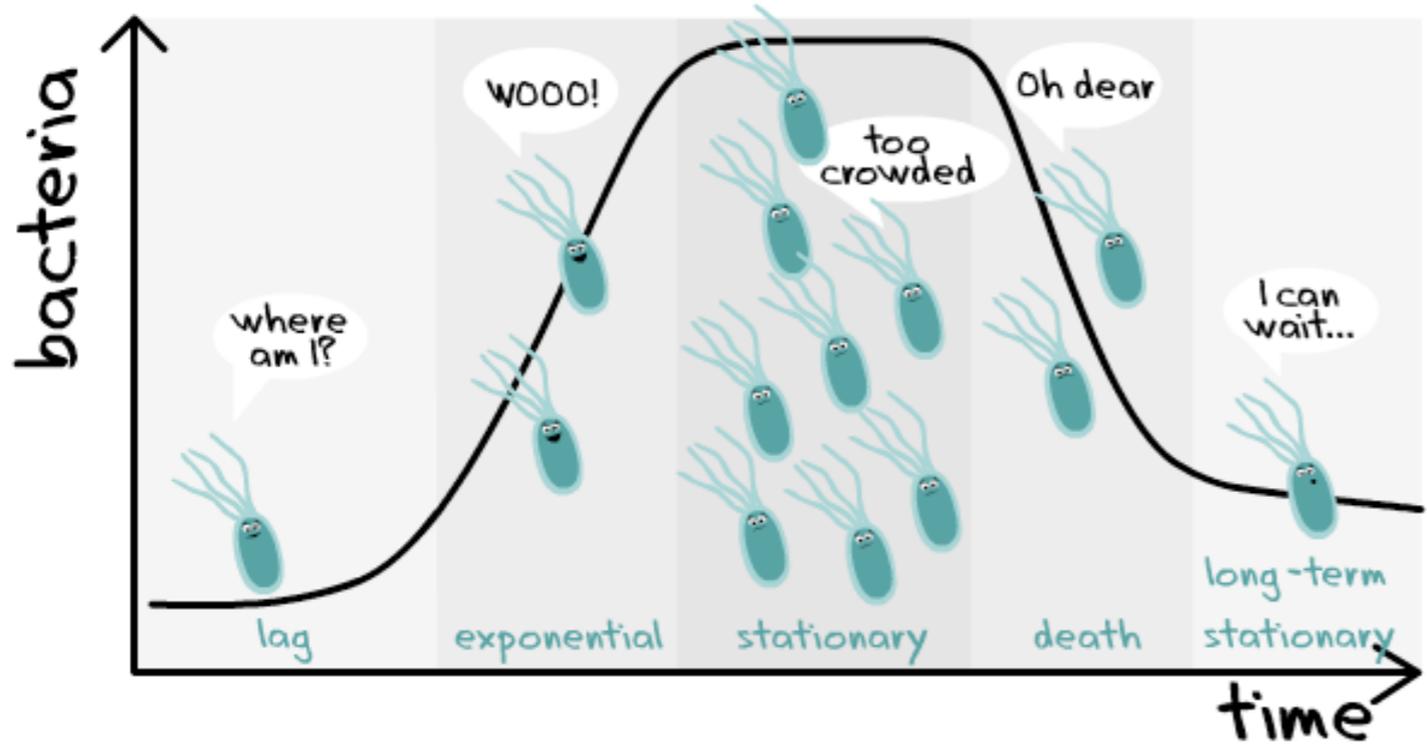
$$\dot{p}_d / p_d = (f_d - f_c)(1 - p_d)$$

$$\hat{p}_d^0 = 0$$

$$\hat{p}_d^1 = 1$$

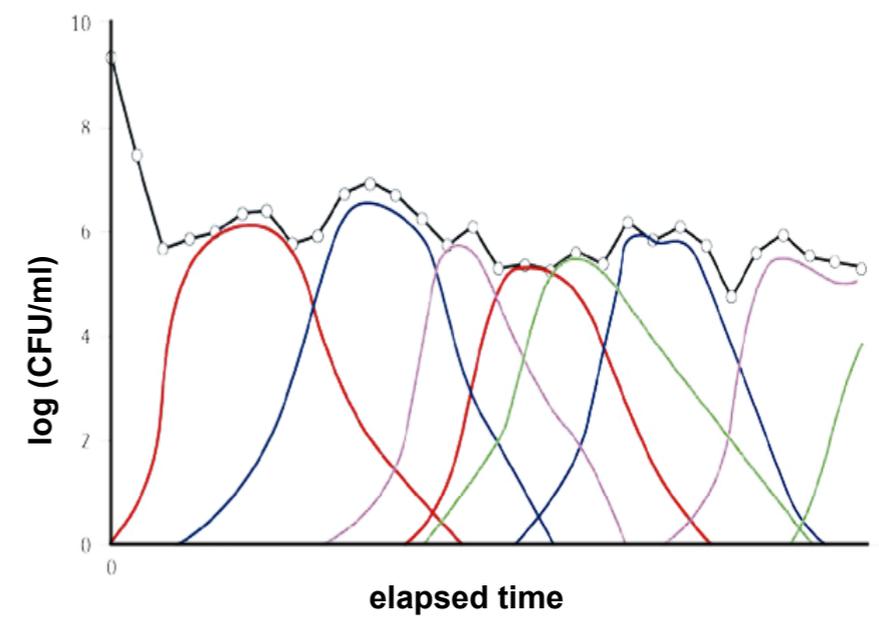
$$\hat{p}_d^{\text{mix}} = \left(1 - \frac{P - S}{T - R}\right)^{-1}$$



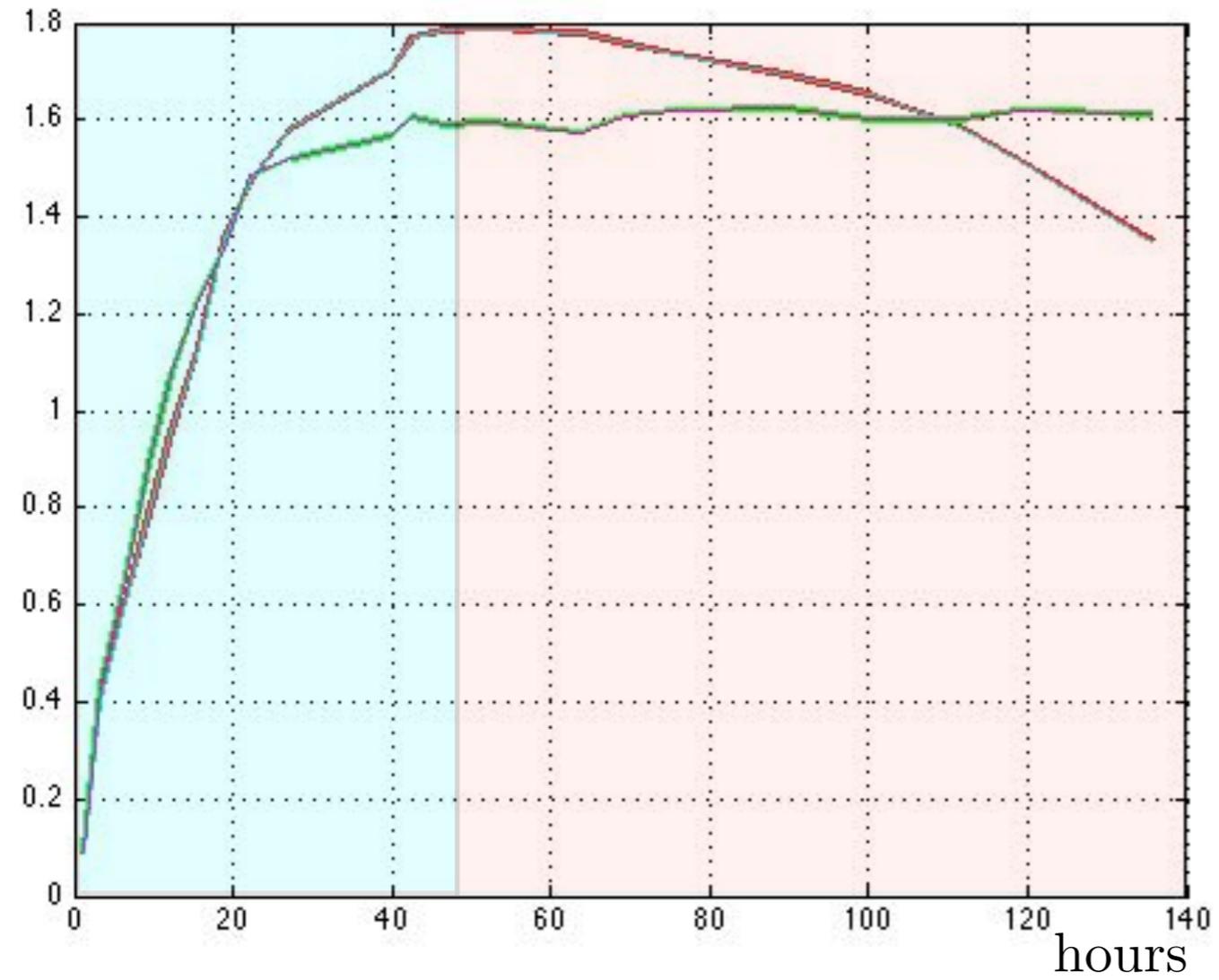


# GASP mutants

emerge in the stationary phase



OD<sub>600</sub>



day 1    day 2    day 3    day 4    day 5    day 6

Sustainable persistence for WT

$$R > P$$

$$\dot{\phi} = r\phi(1 - \phi)$$

Tragedy of the commons for GASP

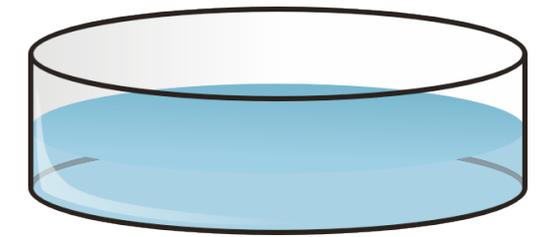
Genetics, Vol. 158, 519-526, June 2001, Copyright © 2001

# Evolutionary Cheating in *Escherichia coli* Stationary Phase Cultures

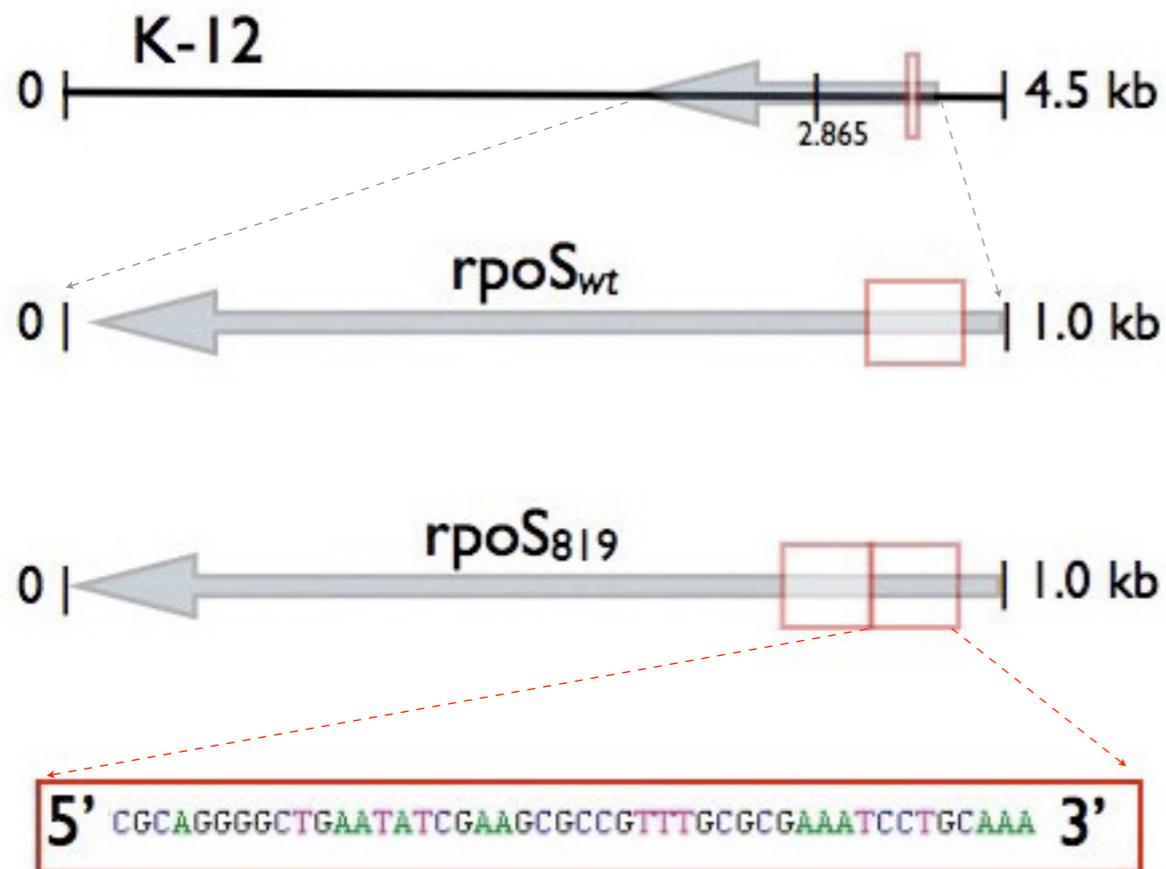
GENETICS

Marin Vulić<sup>a</sup> and Roberto Kolter<sup>a</sup>

<sup>a</sup> Department of Microbiology and Molecular Genetics, Harvard Medical School, Boston, Massachusetts



$\Delta t = \text{days}$

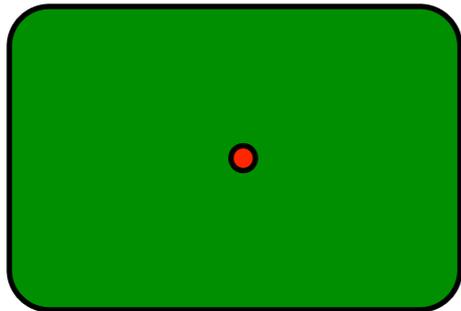


$$\begin{pmatrix} R & S \\ T & P \end{pmatrix} = \begin{pmatrix} 1 & 1 - s_1 \\ 1 + s_2 & 1 - c \end{pmatrix}$$

$$\left. \frac{\Delta N_i}{\Delta t^*} \right|_{t^*} = f_i(p_j^{t_0}) = m_i \cdot p_j^{t_0} + A_i$$

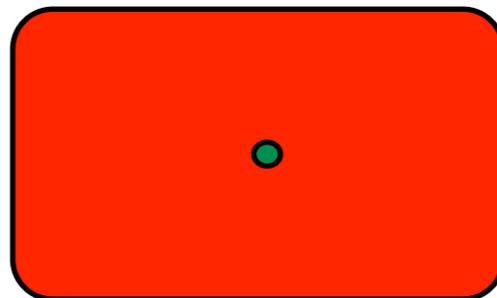
$$\Delta f = (1 - p_d) \cdot (T - R) + p_d \cdot (P - S)$$

$$\frac{\dot{p}_d}{p_d} = \Delta f \cdot (1 - p_d)$$

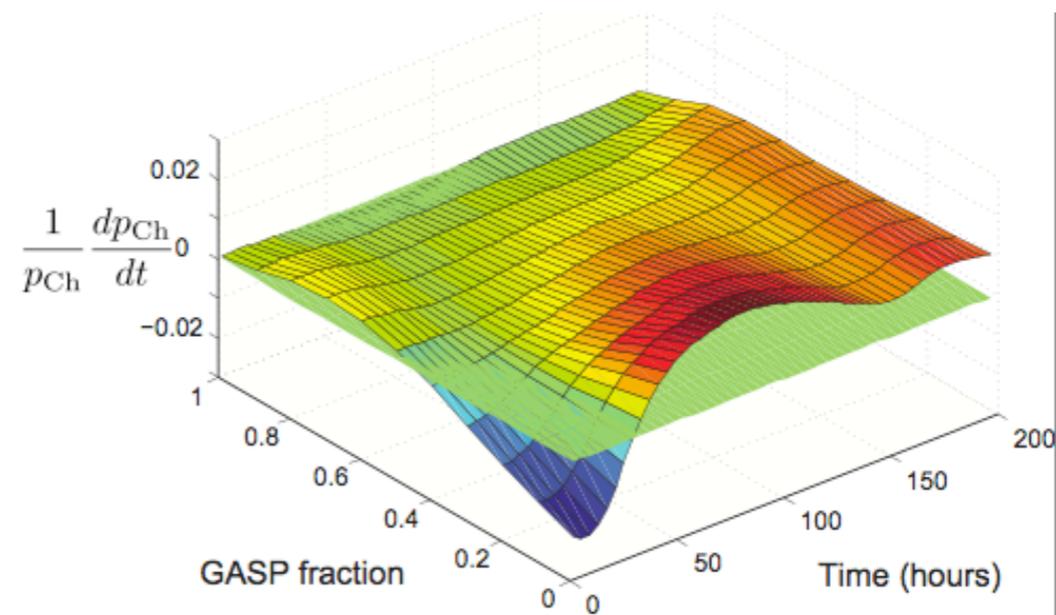
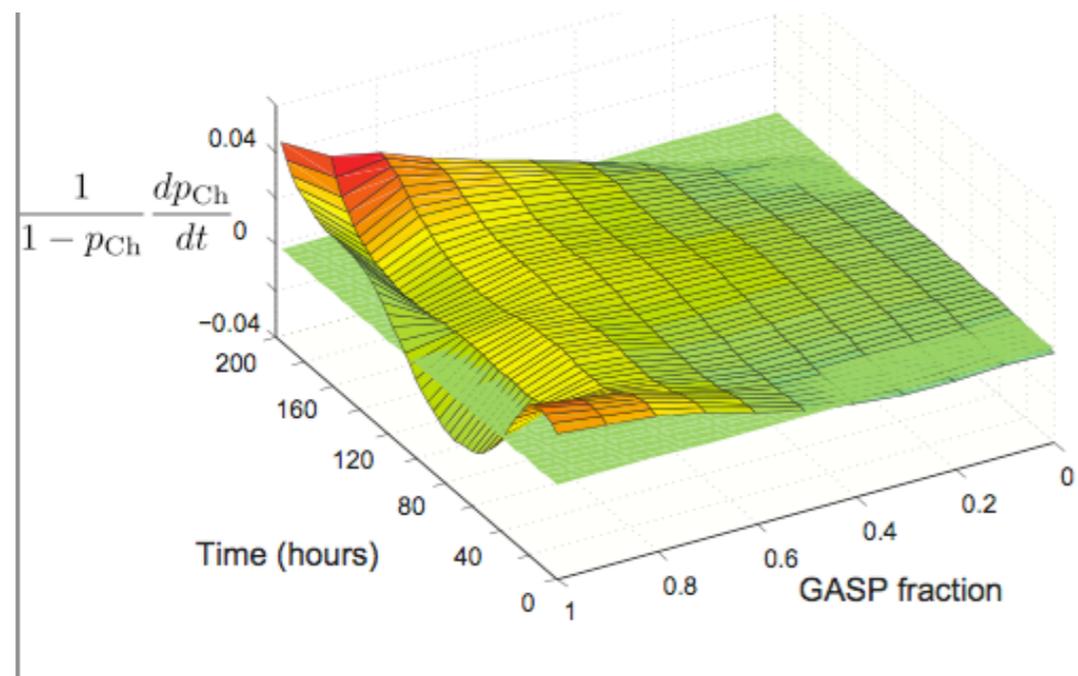
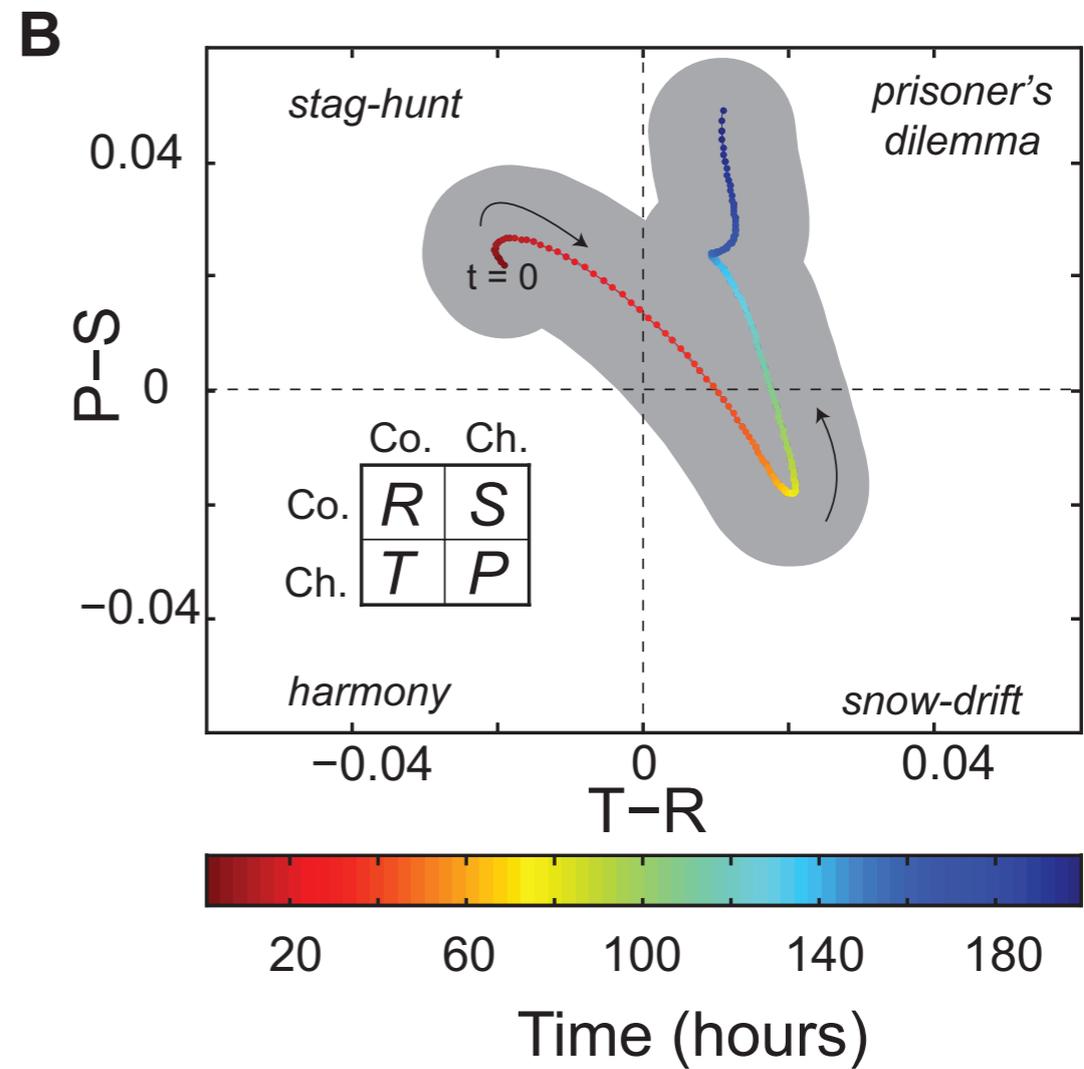
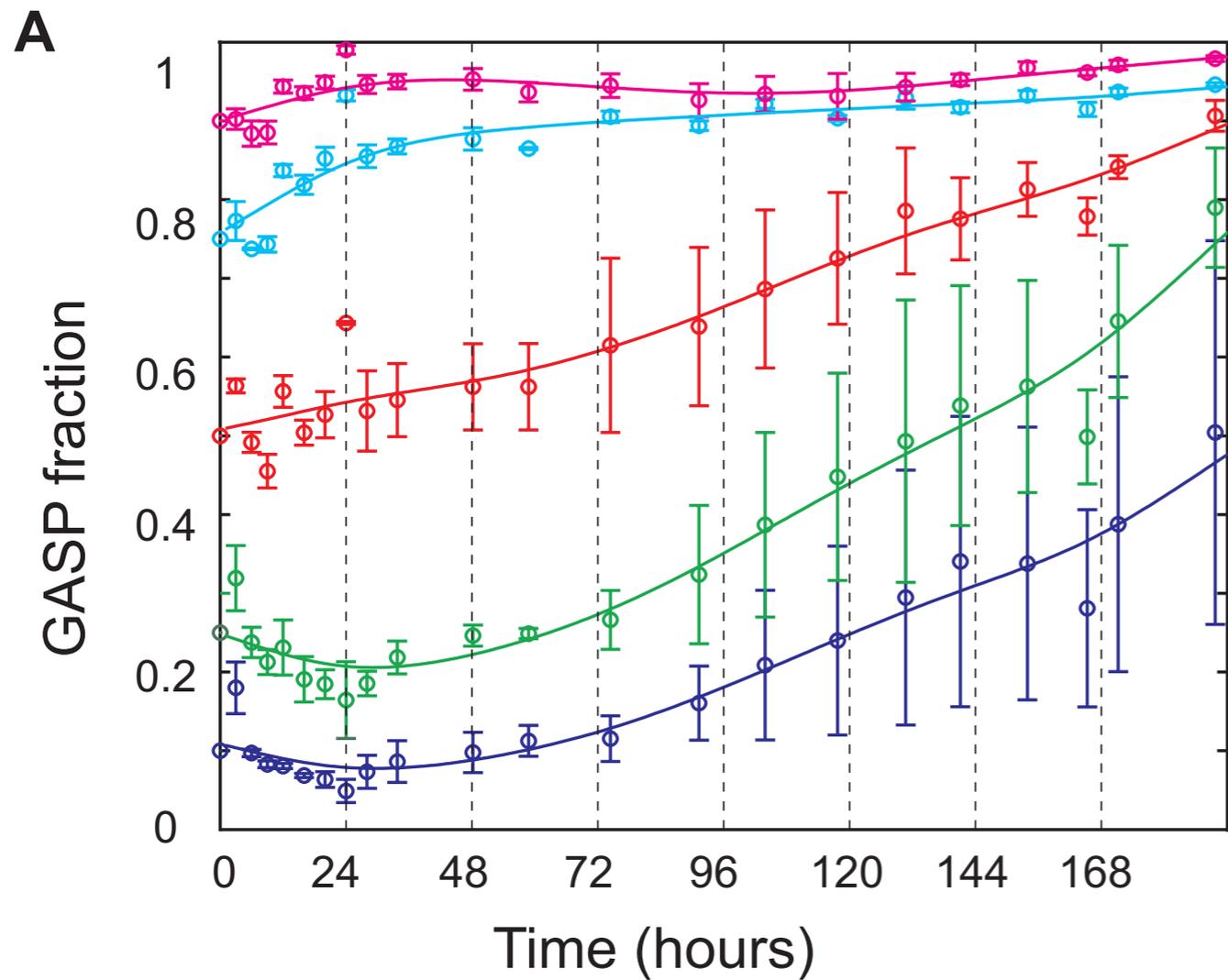


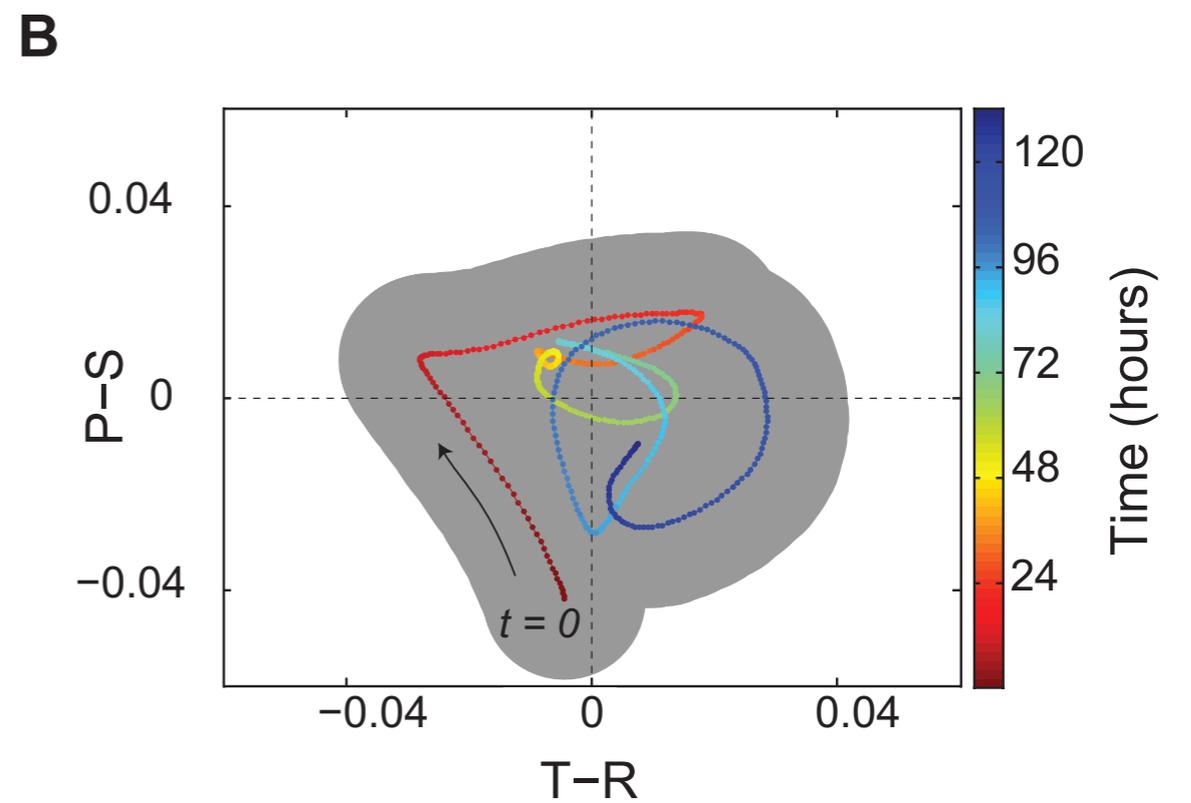
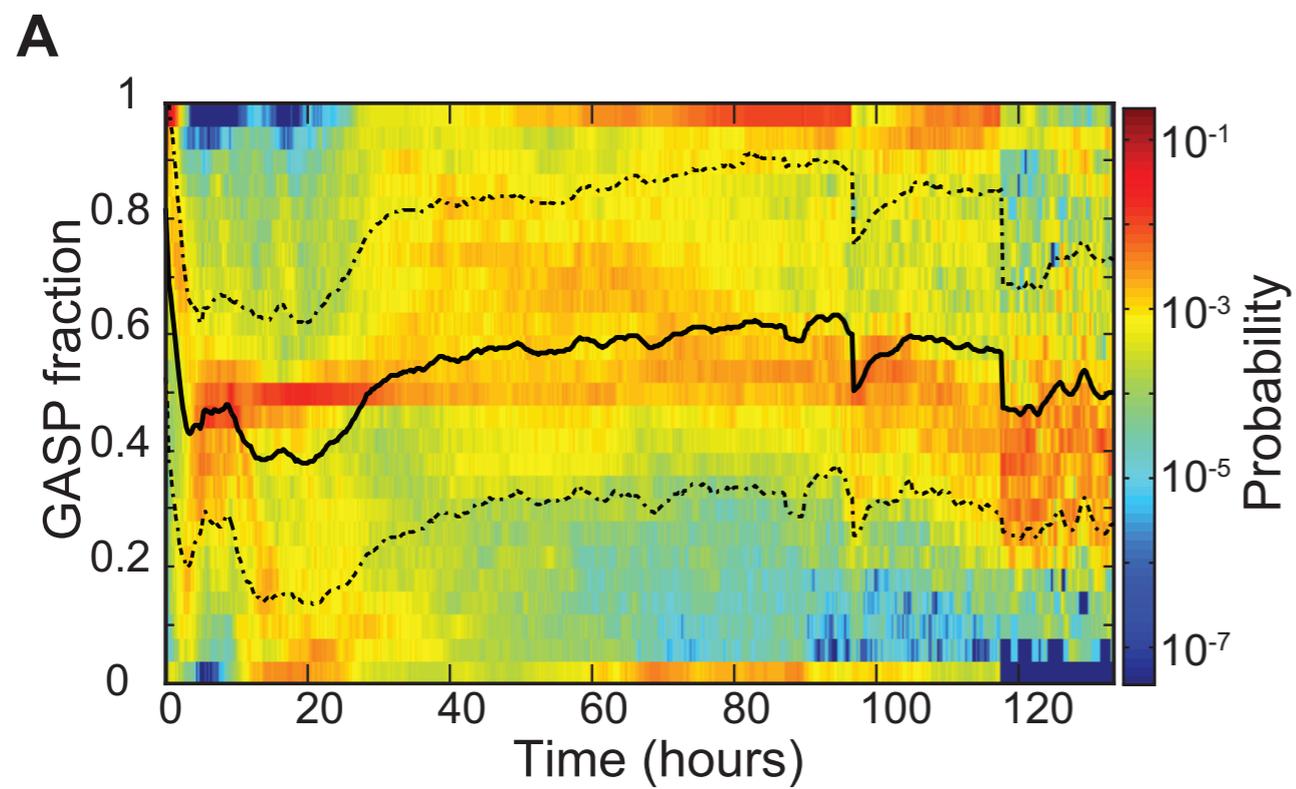
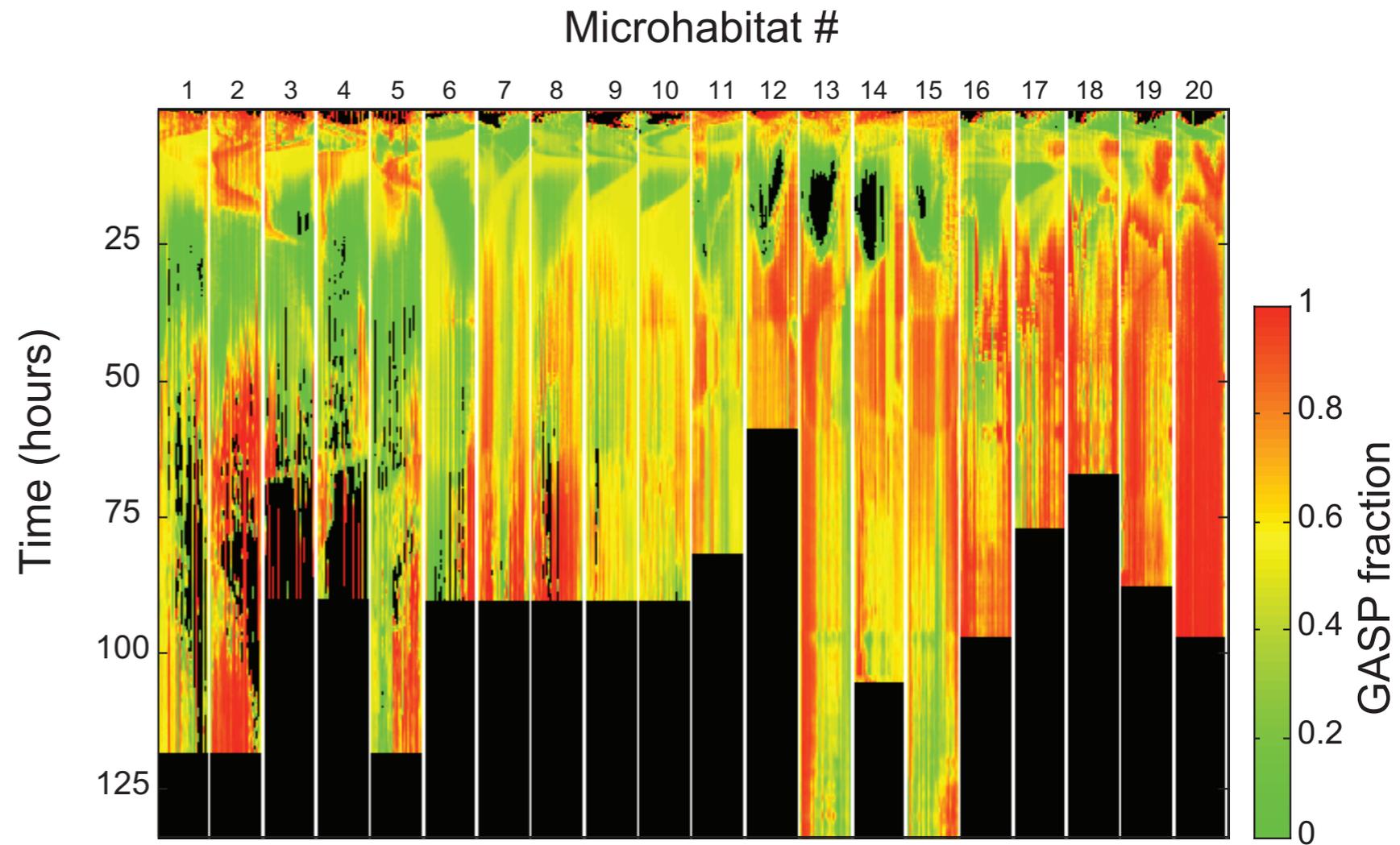
$$\left. \frac{\dot{p}_d}{p_d} \right|_{p_d \approx 0} \approx (T - R)$$

$$\frac{\dot{p}_d}{(1 - p_d)} = \Delta f \cdot p_d$$



$$\left. \frac{\dot{p}_d}{(1 - p_d)} \right|_{p_d \approx 1} \approx (P - S)$$





article

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# The Logic of Animal Conflict

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Evolutionary Game Theory

Evolutionary Stable Strategy  
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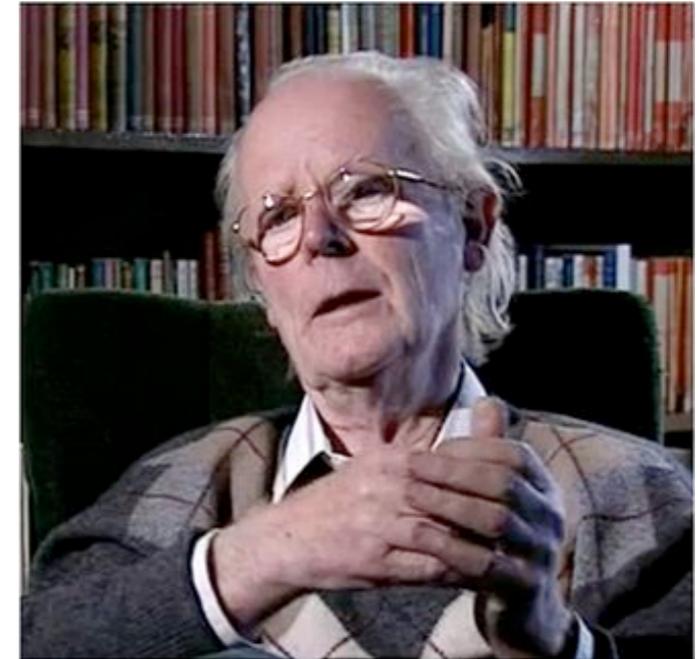


Population Dynamics

+

Game Theory

Nash equilibrium



# Monomorphic evolution (meso-evolution)

**Invasion fitness** and **selection gradient**

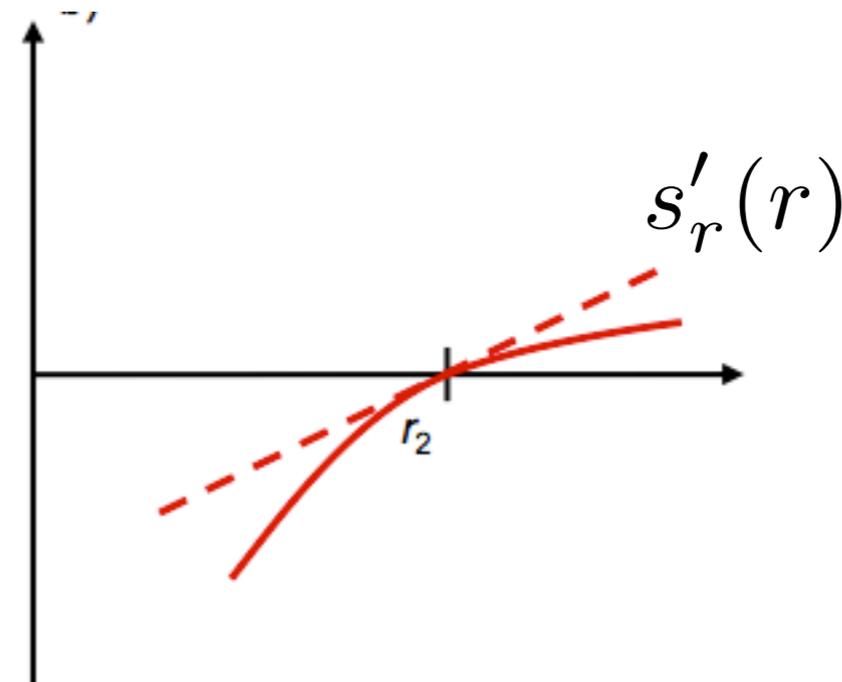
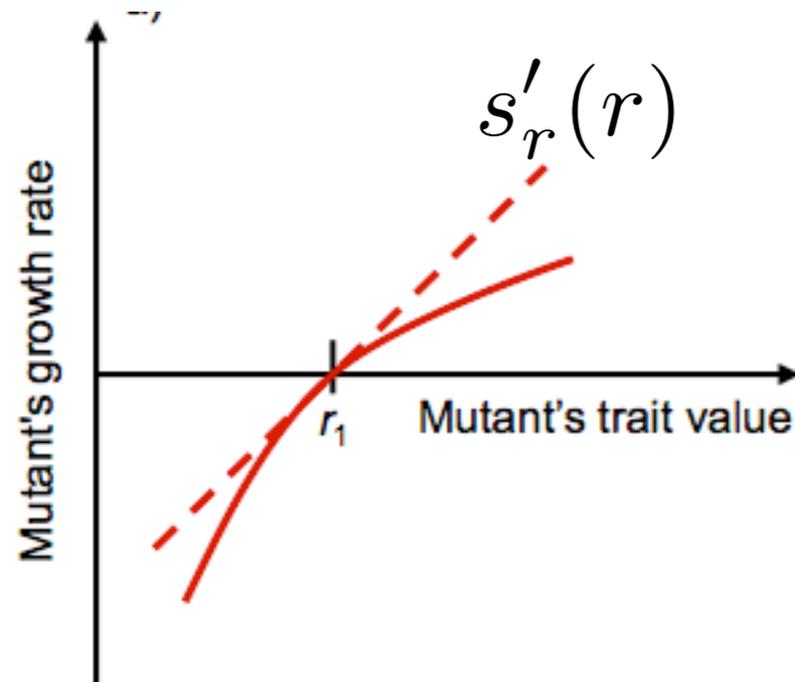
$$\frac{n'}{n} = b - n \cdot d$$

$S_r(m)$  := per capita growth rate

of a rare mutant with trait value  $m$   
in the context of a resident population of trait value  $r$

# fitness landscape changes after invasion

$$s_r(m)$$



$$s_r(m) \approx s'_r(r) \cdot (m - r)$$

$$m > r ?$$

$$r_1 \rightarrow m_1$$

$$r_2 = m_1 \rightarrow m_2$$

$S_r(m)$  vanishes exactly at  $m = r$

# Deriving Invasion fitness and selection gradient for a demographic model

$$n'(t) = n(t) \cdot [b - n(t) \cdot d]$$

per capita growth rate

$$s_r(m)$$

$$\frac{n'}{n} = b - n \cdot d$$

long-term equilibrium

$$0 = n^* \cdot [b - n^* \cdot d]$$

$$n^* = b/d$$

$$n'_r(t) = n_r(t) \cdot [r - n(t) \cdot d]$$

$$n'_m(t) = n_m(t) \cdot [m - n(t) \cdot d]$$

$$n = n_r + n_m$$

of a rare mutant with trait value  $m$   
in the context of a resident population of trait value  $r$

$$n_m(t) \rightarrow 0$$

$$n(t) \approx n_r(t) \approx n_r^* = r/d$$

$$n'_r(t) = n_r(t) \cdot [r - n(t) \cdot d]$$

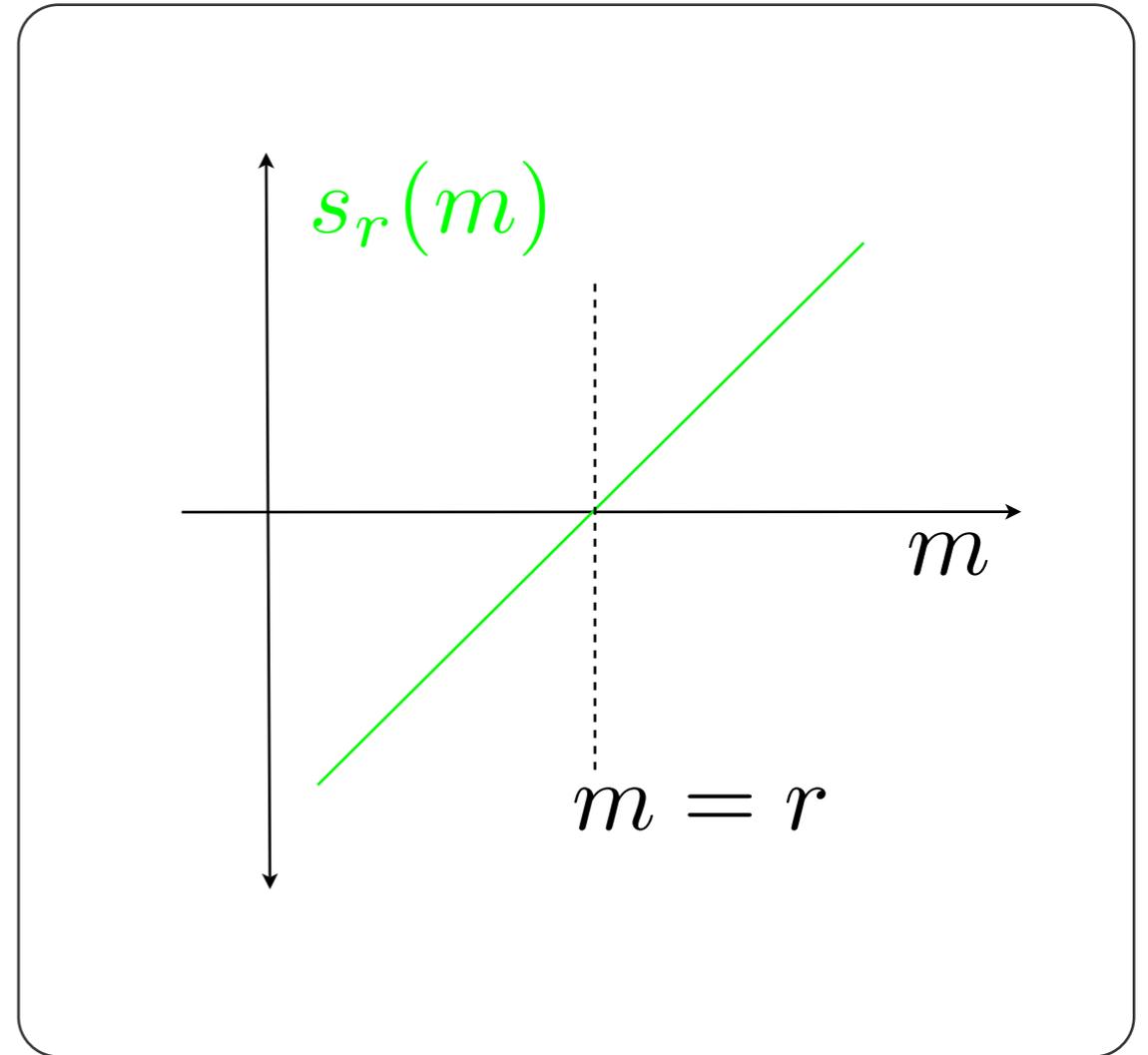
$$n'_m(t) = n_m(t) \cdot [m - n(t) \cdot d]$$

$$n = n_r + n_m$$

$$n_m(t) \rightarrow 0$$

$$n(t) \approx n_r(t) \approx n_r^* = r/d$$

$$s_r(m) = \frac{n'_m(t)}{n_m(t)} = m - n_r^* \cdot d$$



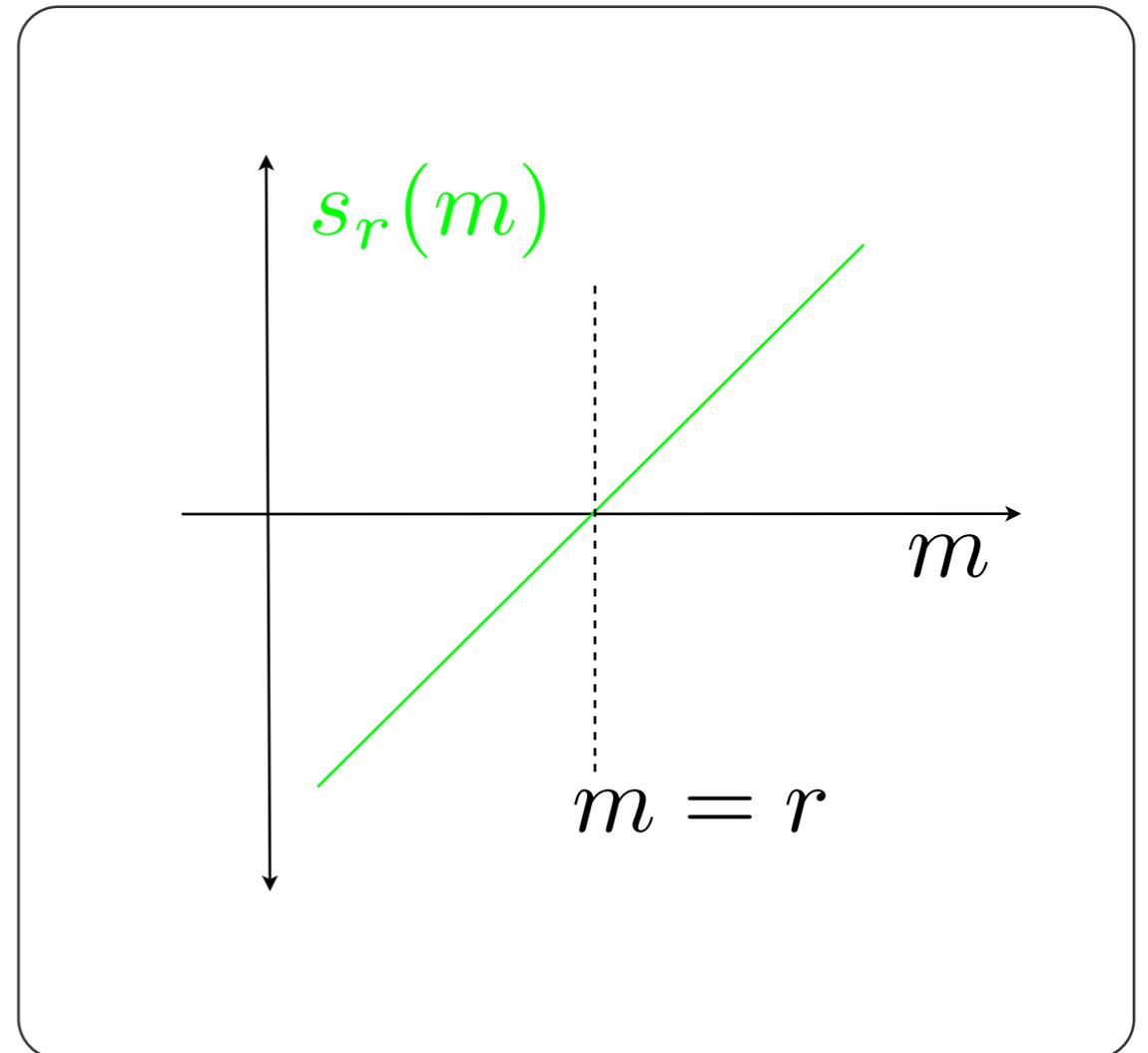
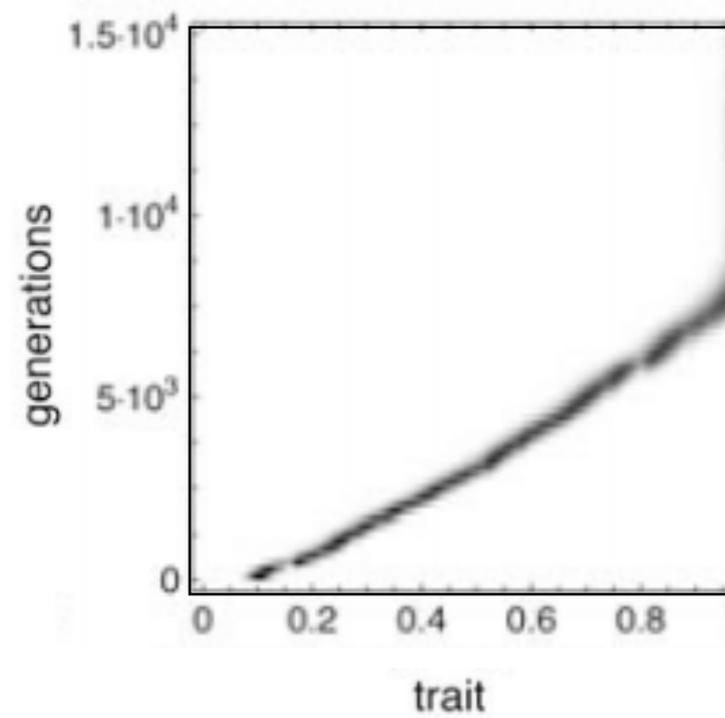
$$s_r(m) = m - r$$

$$s_r(r) = 0$$

$$\left. \frac{d}{dm} \right|_{m=r} s_r(m) = s'_r(r) = 1$$

$$s'_r(r) = 1$$

# directional selection



$$s_r(r) = 0$$

$$s'_r(r) = 1$$

$c(r)$  cost function

$$\frac{n'}{n} = b - c(b) - d \cdot n$$

at equilibrium

$$n^* = \frac{b - c(b)}{d}$$

$c(r)$  cost function

$$n'_r(t) = n_r(t) \cdot [r - c(r) - n(t) \cdot d]$$

$$n'_m(t) = n_m(t) \cdot [m - c(m) - n(t) \cdot d]$$

$$n = n_r + n_m$$

invasion fitness

$$s_r(m) = \frac{n'_m(t)}{n_m(t)} = m - c(m) - r + c(r)$$

$$s_r(r) = 0$$

$$s'_r(r) = 1 - c'(r)$$

$$s'_r(r) = 0 \text{ if } c'(r) = 1$$

selection gradient

# Evolutionary Singular Strategy

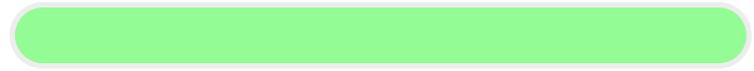
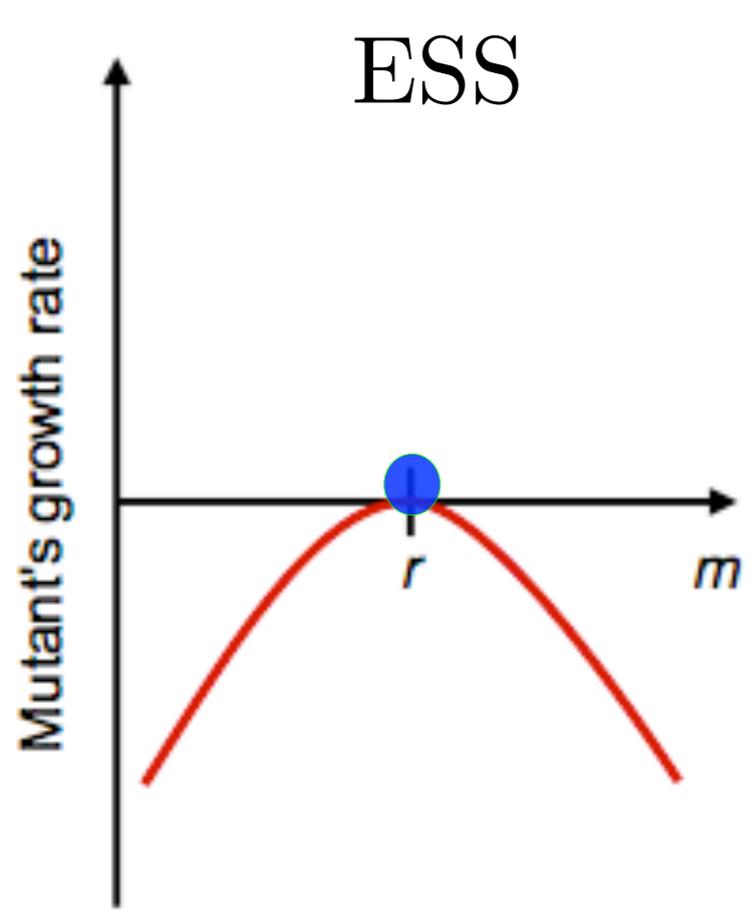
$$s'_r(r) = 0 \quad ?$$

$$s_r(m)$$

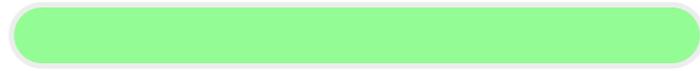
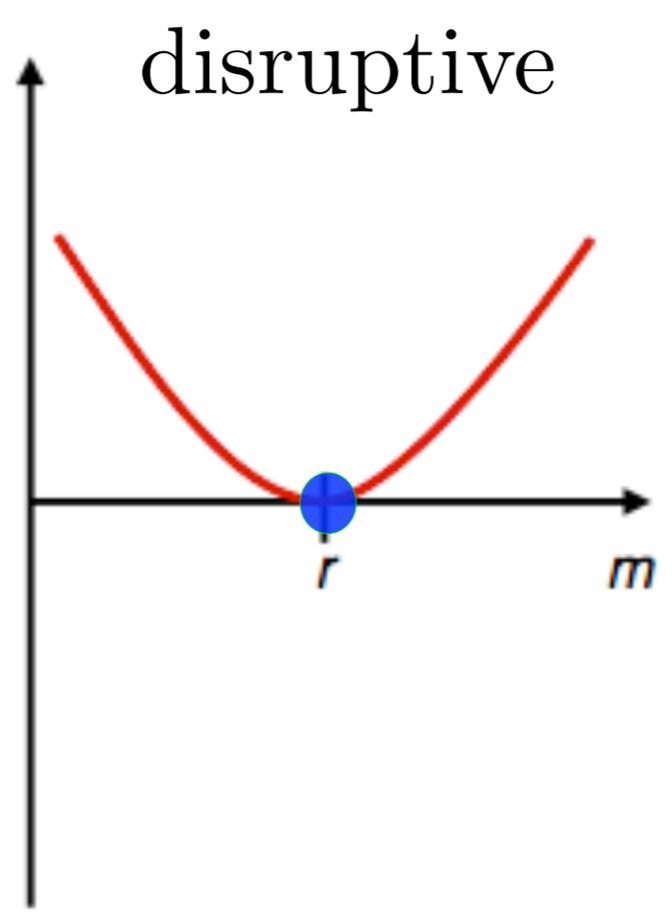
& the fitness landscape

$$r^*$$

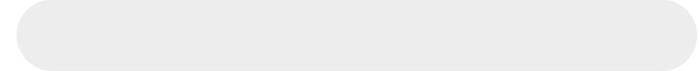
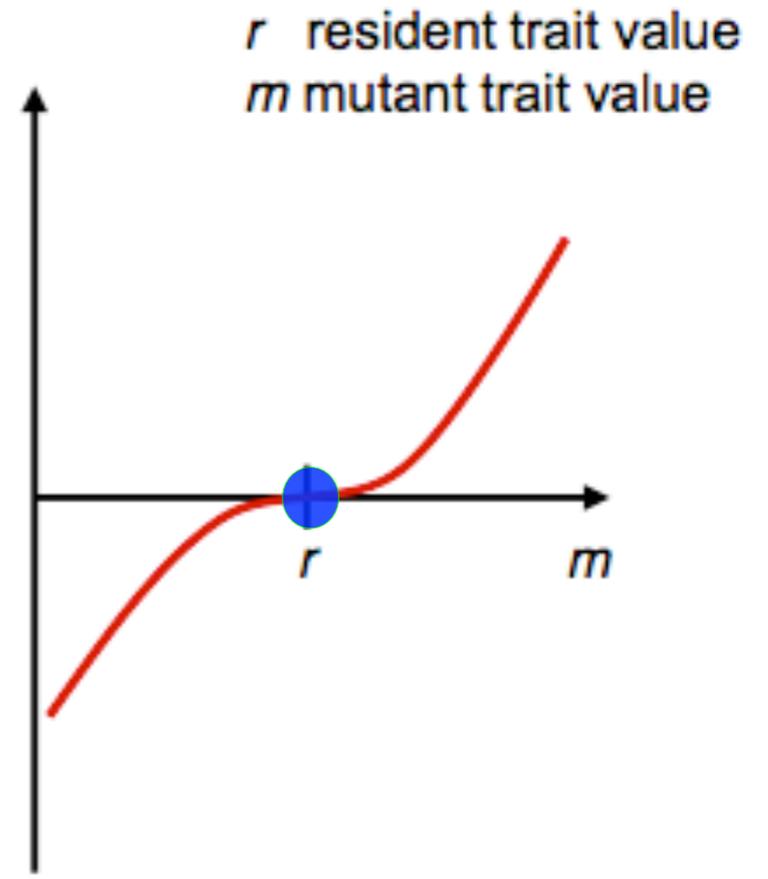
$$s'_{r^*}(r^*) = 0$$



Max



Min



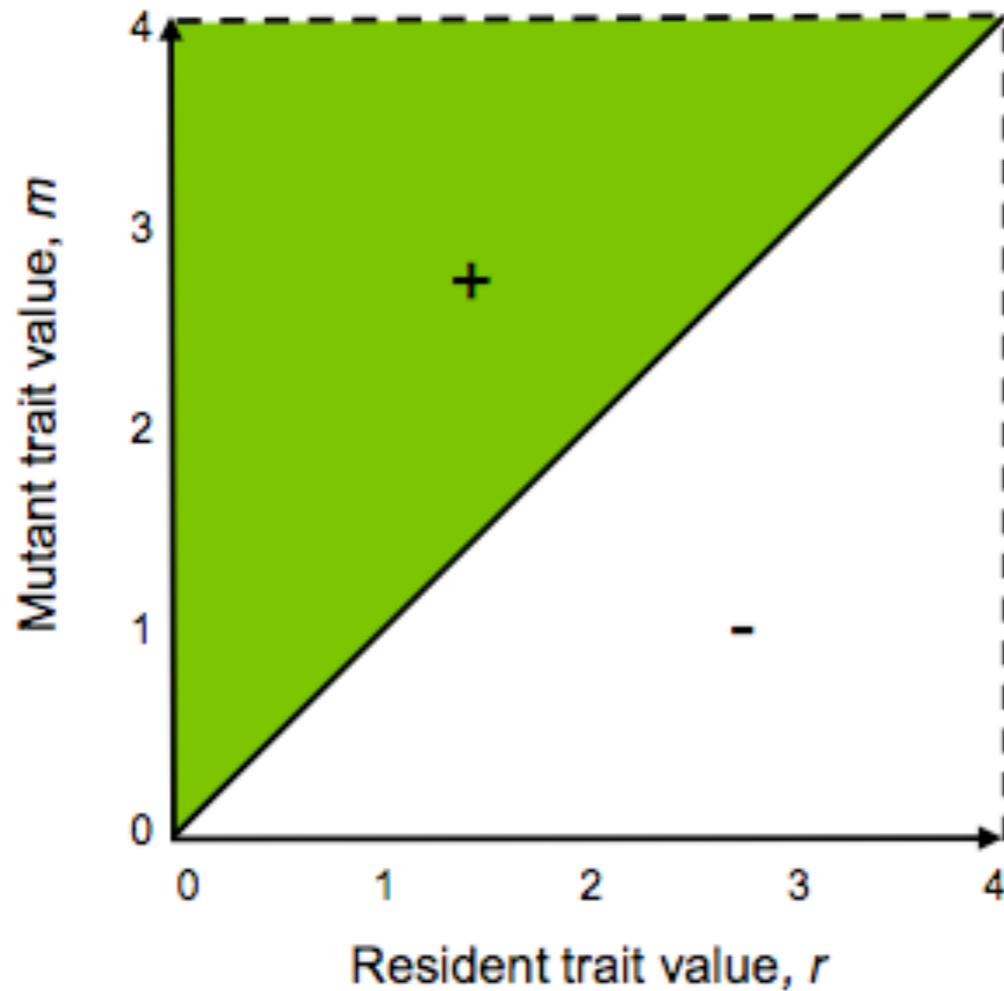
n/a

# Pairwise Invasibility Plots (PIPs)

$$s_r(m)$$

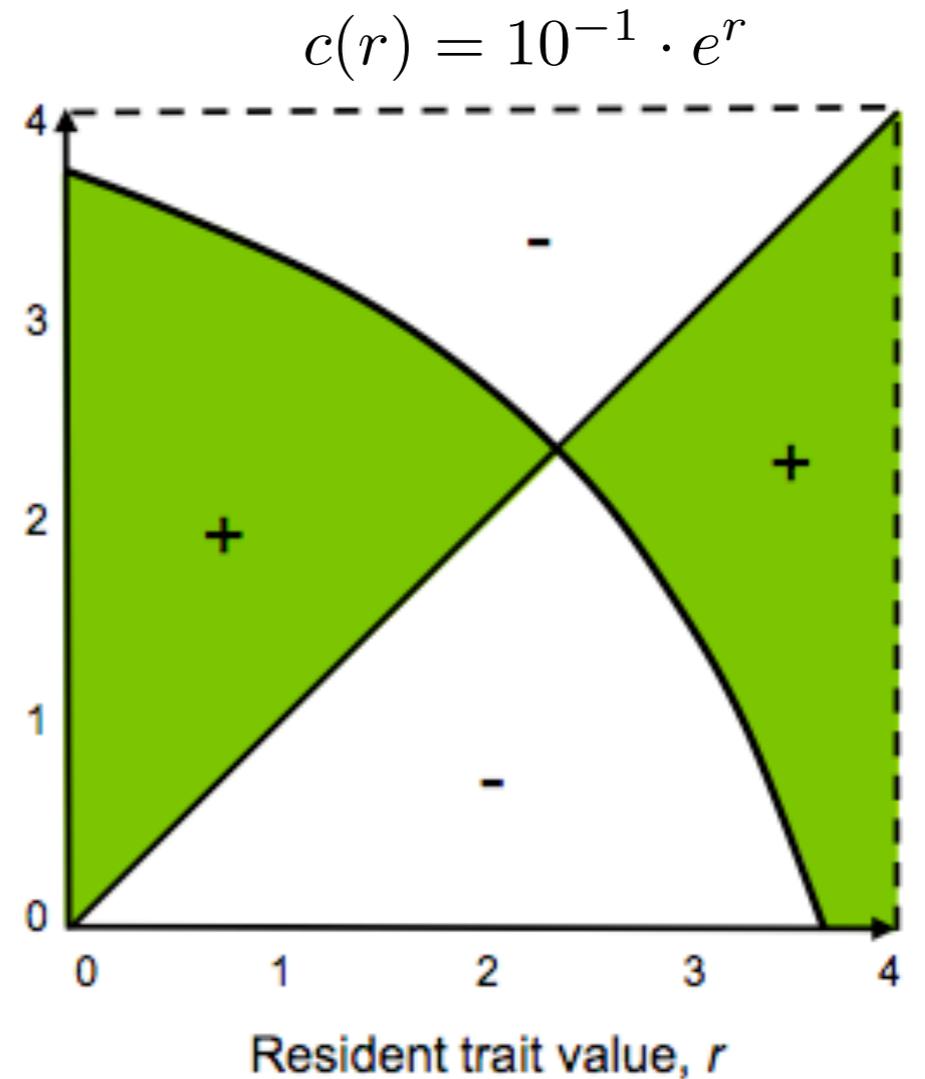
$$\text{sign} [f(r, m) = s_r(m)]$$

$$n = n_r + n_m$$



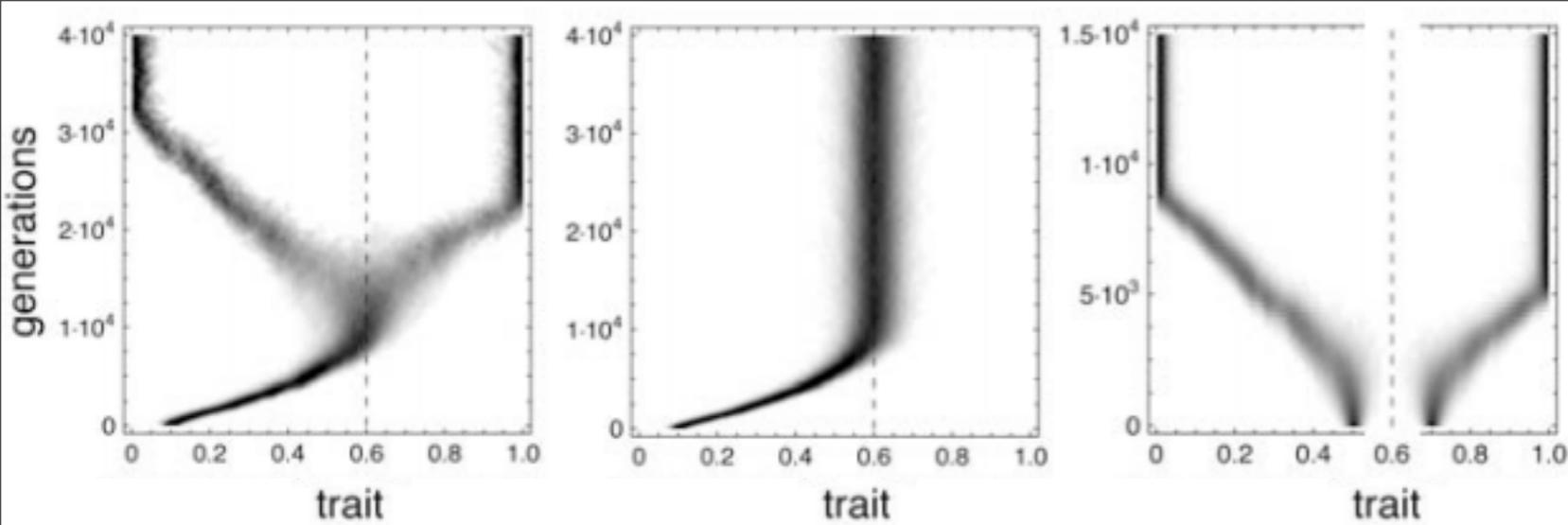
$$n'_r(t) = n_r(t) \cdot [r - n(t) \cdot d]$$

$$n'_m(t) = n_m(t) \cdot [m - n(t) \cdot d]$$



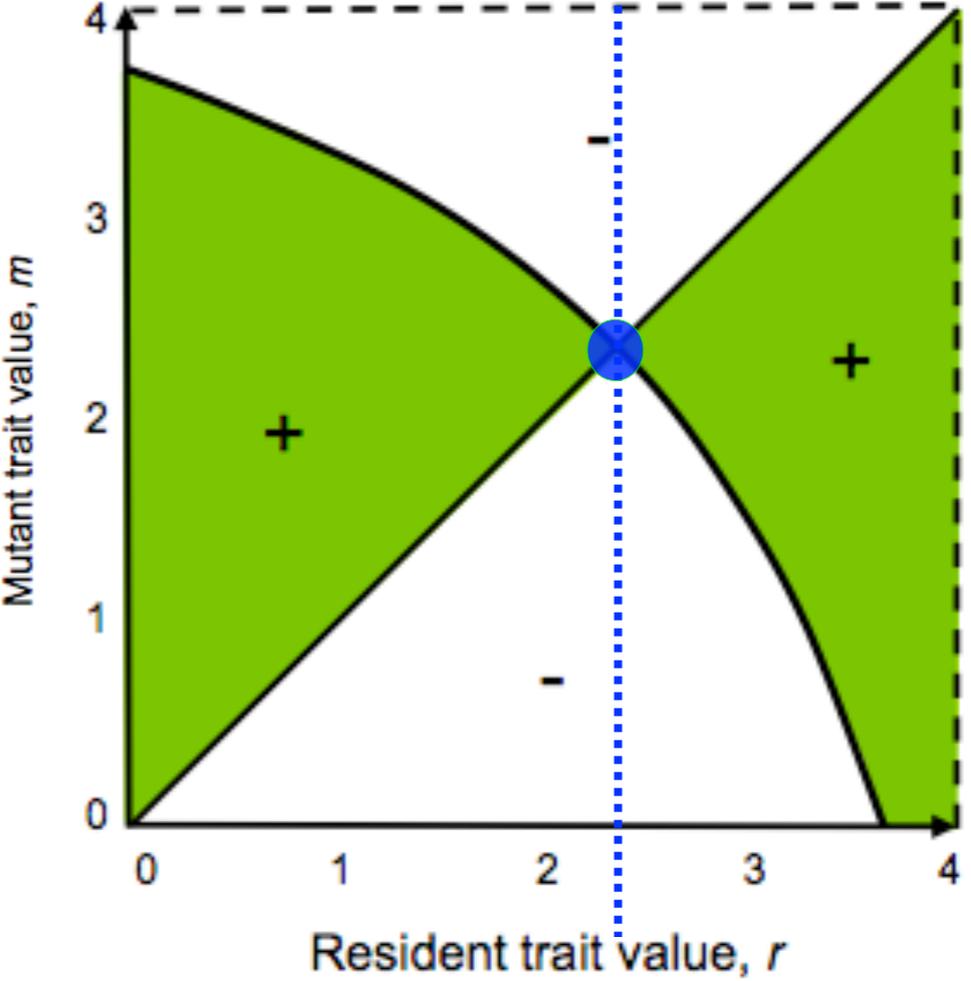
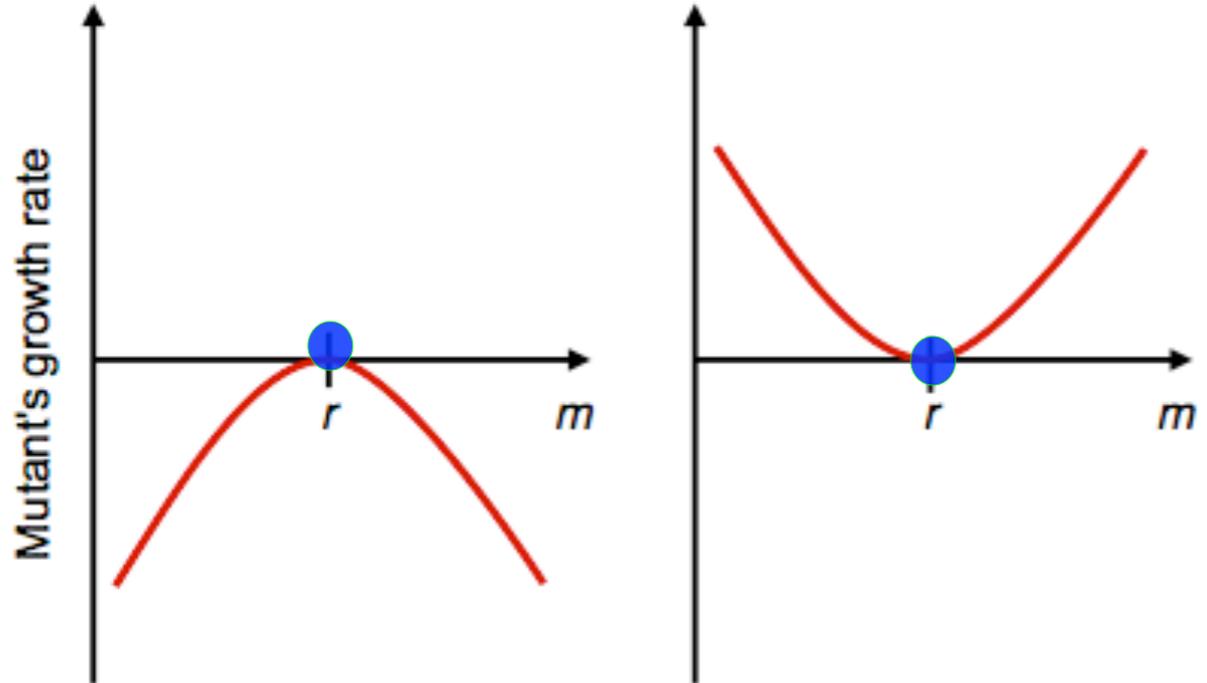
$$n'_r(t) = n_r(t) \cdot [r - c(r) - n(t) \cdot d]$$

$$n'_m(t) = n_m(t) \cdot [m - c(m) - n(t) \cdot d]$$



$$n = n_r + n_m$$

$r^*$



$$n'_r(t) = n_r(t) \cdot [r - c(r) - n(t) \cdot d]$$

$$n'_m(t) = n_m(t) \cdot [m - c(m) - n(t) \cdot d]$$

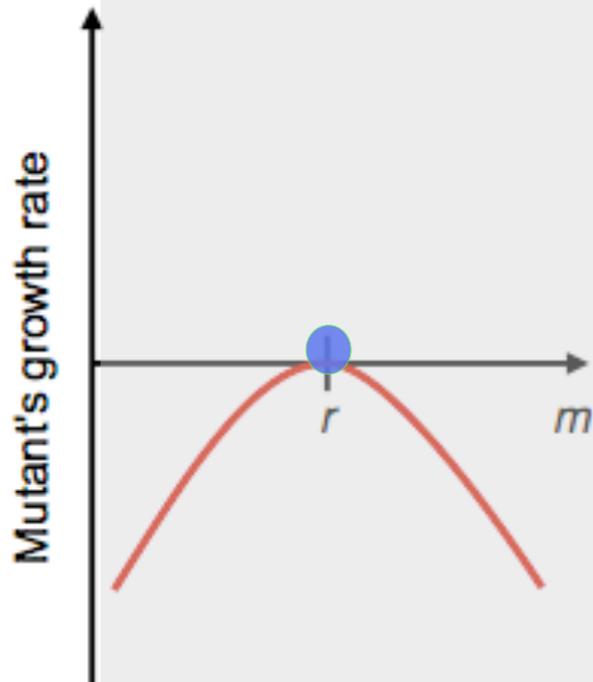
# Evolutionary Stability Analysis

$r^*$  can be classified

$$s''_{r^*}(r^*) < 0 \quad ?$$

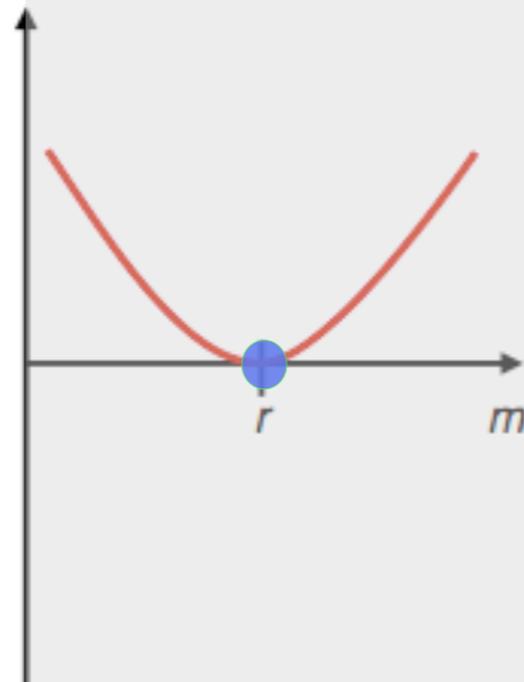
ESS

$$s''_{r^*}(r^*) < 0$$

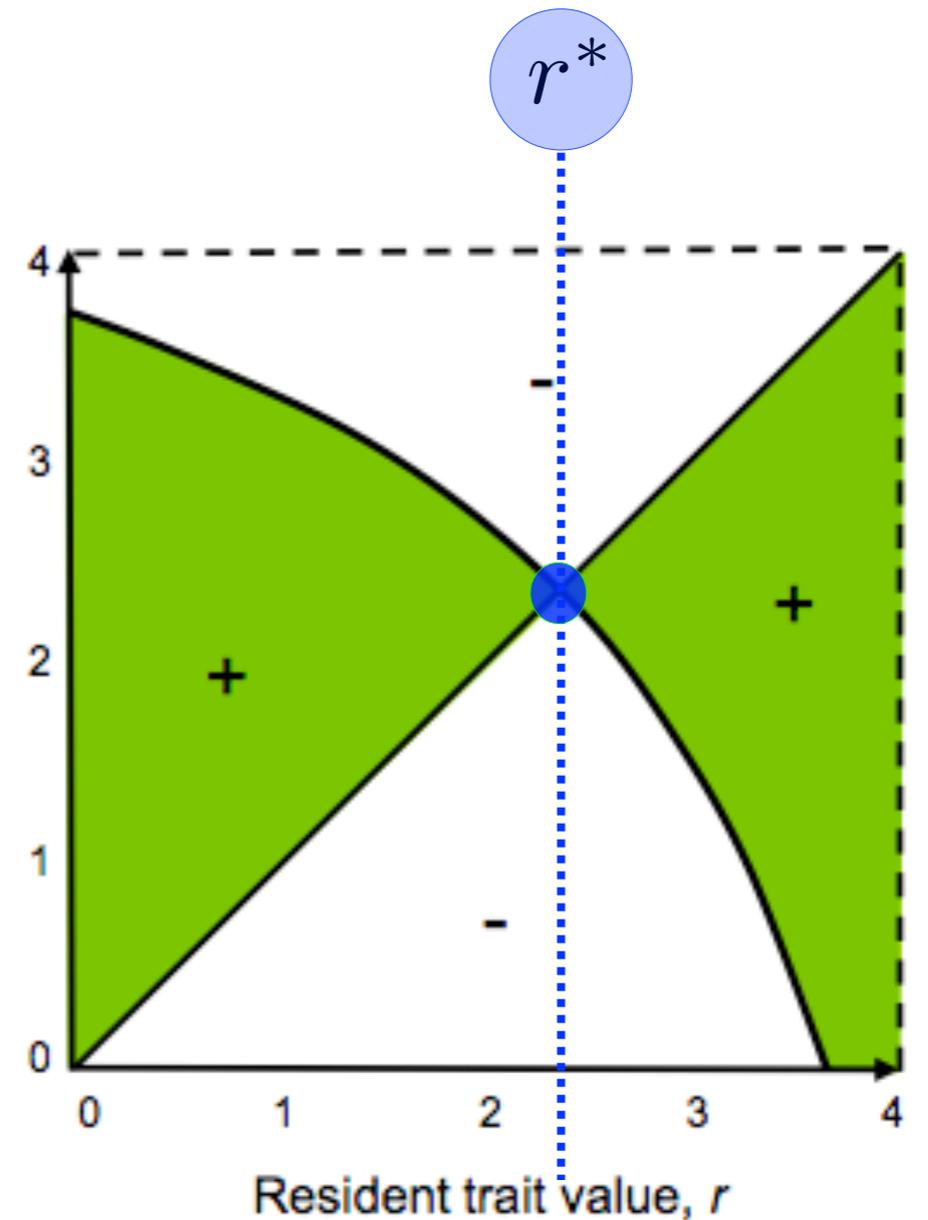


Max

$$s''_{r^*}(r^*) > 0$$



Min

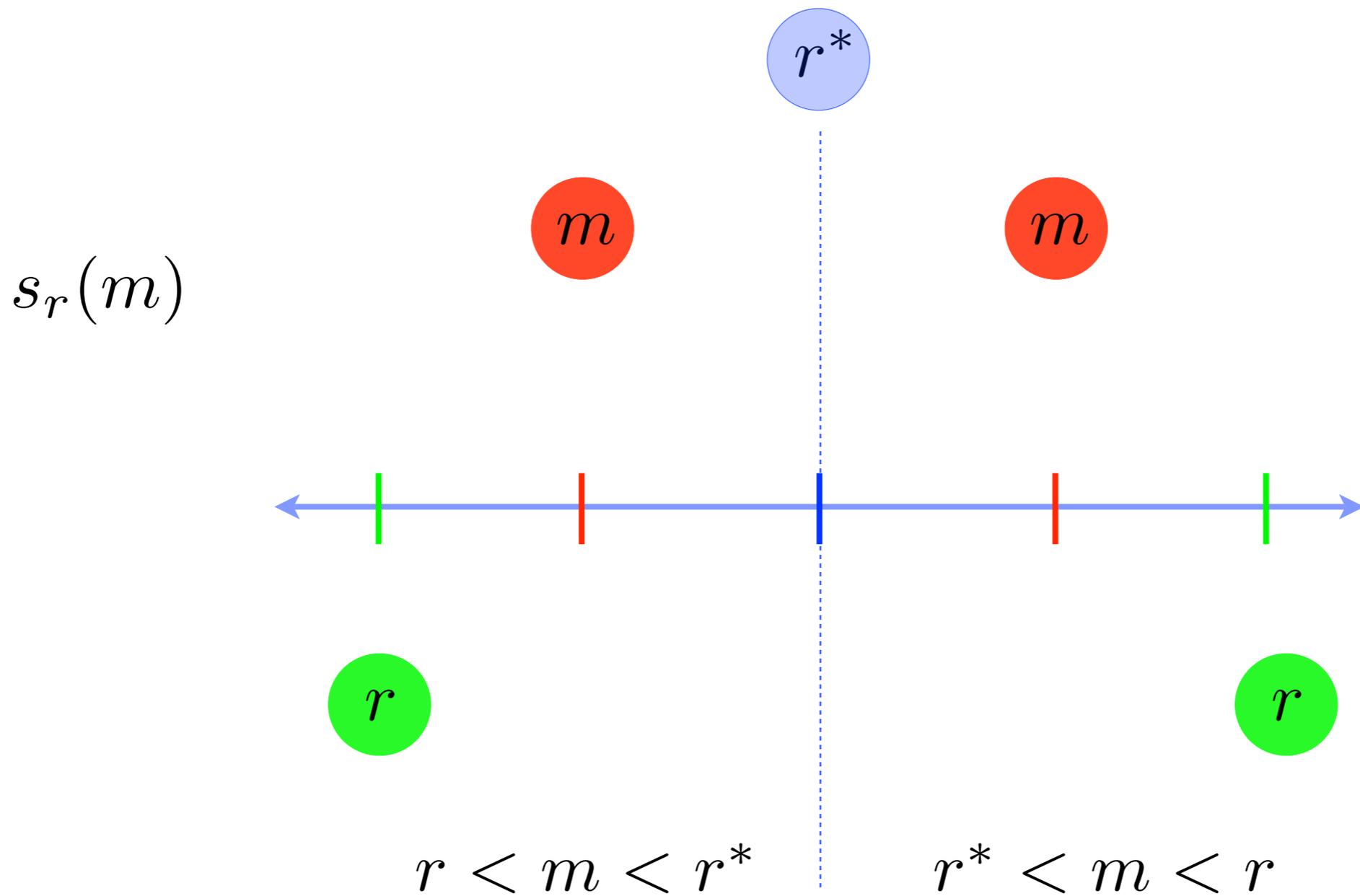


# Convergence stability if gradient points towards

$r^*$

$$\left. \frac{d}{dr} s'_r(r) \right|_{r=r^*} < 0$$

$$\left. \frac{\partial^2 s}{\partial r^2} \right|_{r=m=r^*} > \left. \frac{\partial^2 s}{\partial m^2} \right|_{r=m=r^*}$$



$$\left. \frac{d}{dr} s'_r(r) \right|_{r=r^*} < 0$$

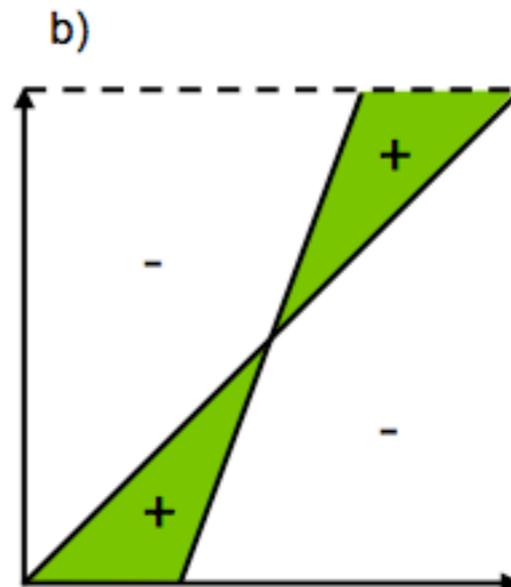
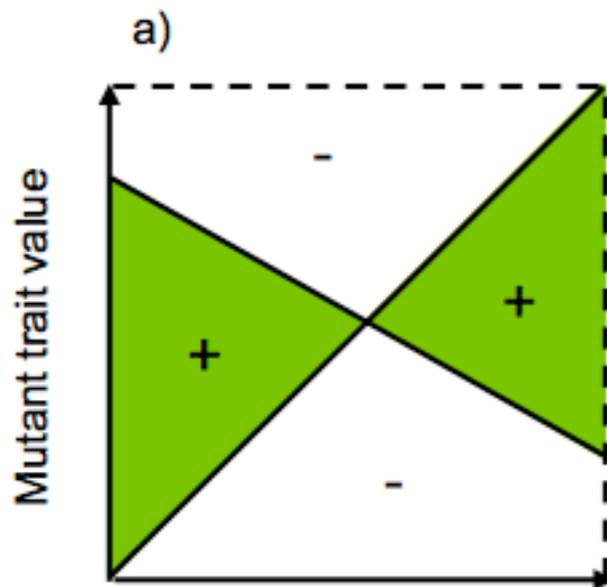
attractor

repeller

*Convergence stable*

*Not convergence stable*

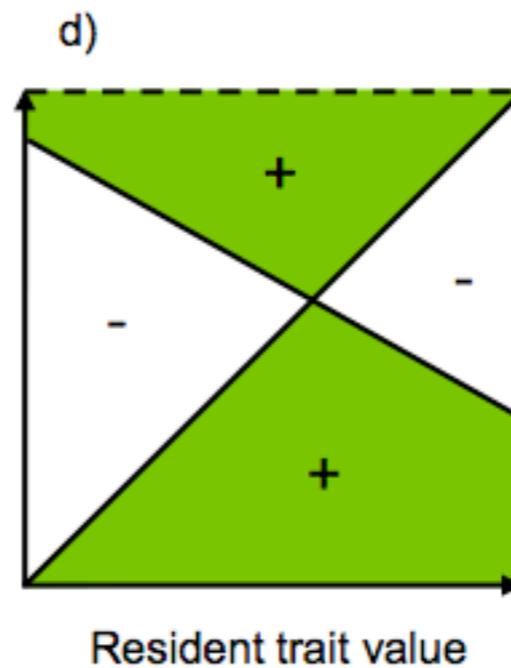
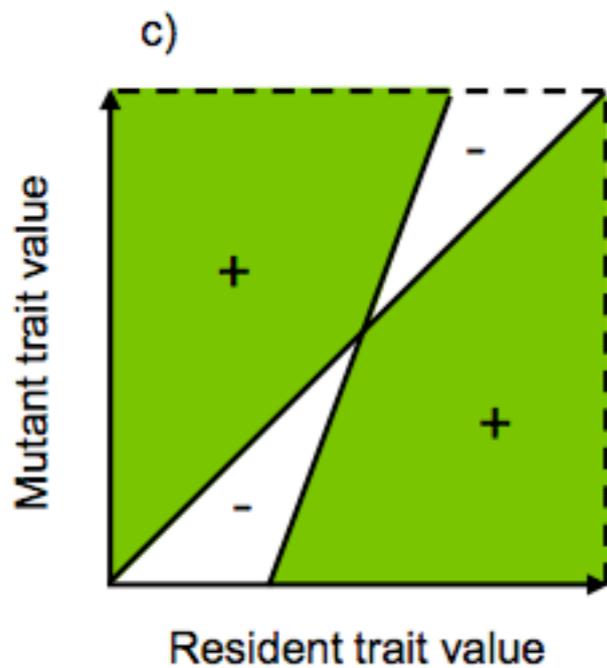
ESS



*Evolutionarily stable*

$$\frac{\partial^2 s_r(m)}{\partial m^2} < 0$$

$$s''_{r^*}(r^*) < 0$$



*Not evolutionarily stable*

$$\frac{\partial^2 s_r(m)}{\partial m^2} > 0$$

$$s''_{r^*}(r^*) > 0$$

disruptive

# Polymorphic Evolution

protected dimorphism

two resident

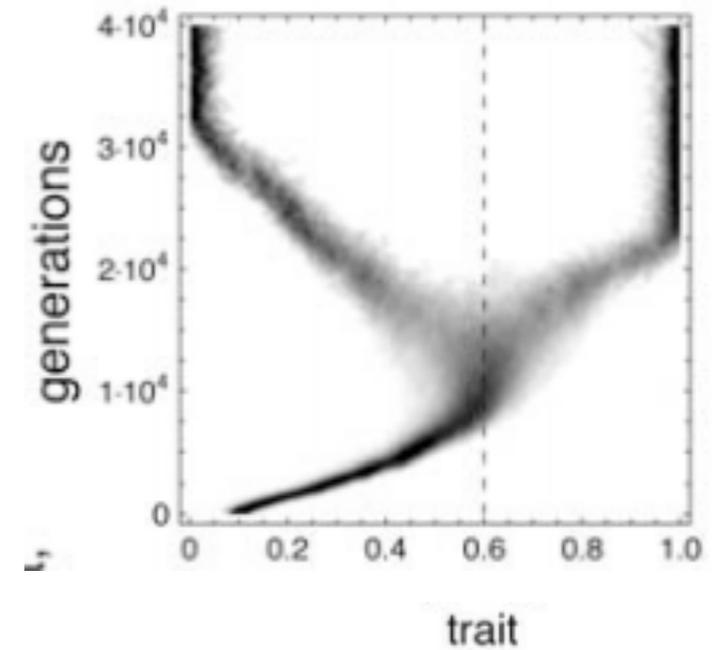
$(r_1, r_2)$

$$s_{r_1}(r_2) > 0$$

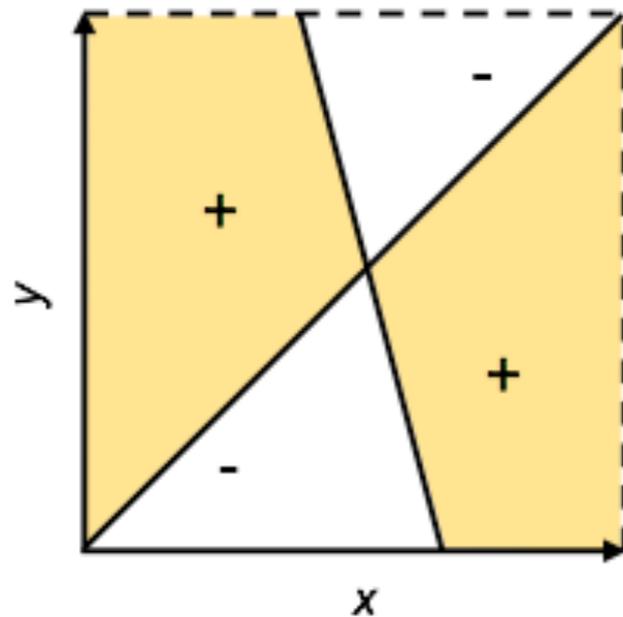
$$s_{r_2}(r_1) > 0$$

$$s_{r_1, r_2}(m)$$

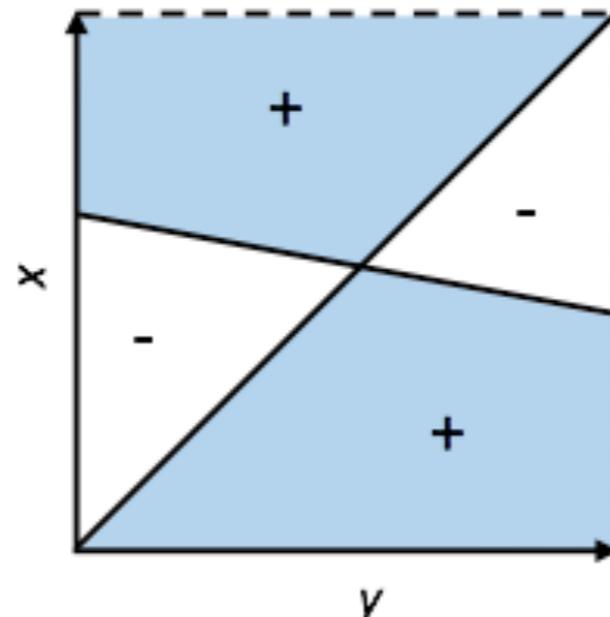
$$s'_{r_1, r_2}(m)$$



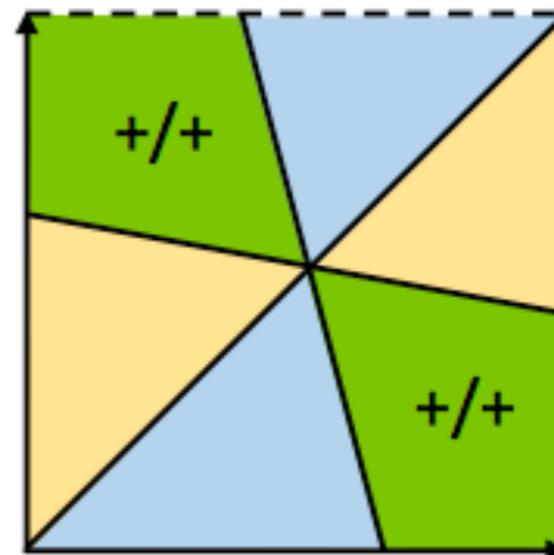
PIP Snow Drift



mirror



coexistence



# Polymorphic Evolution

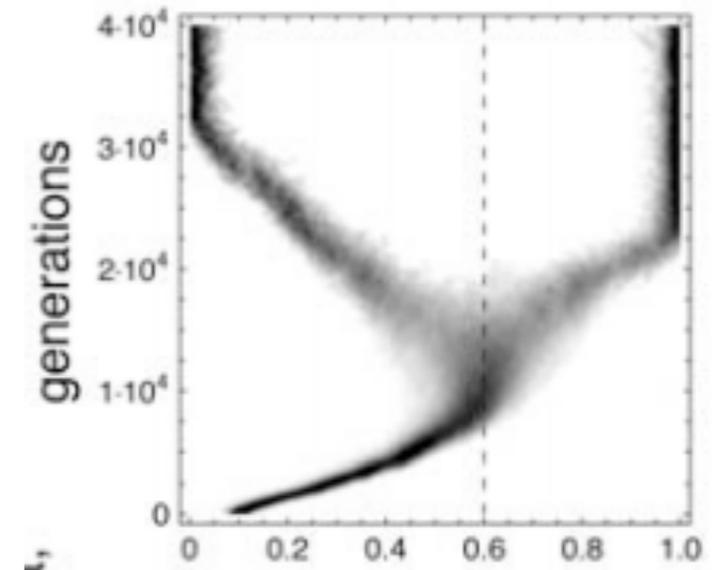
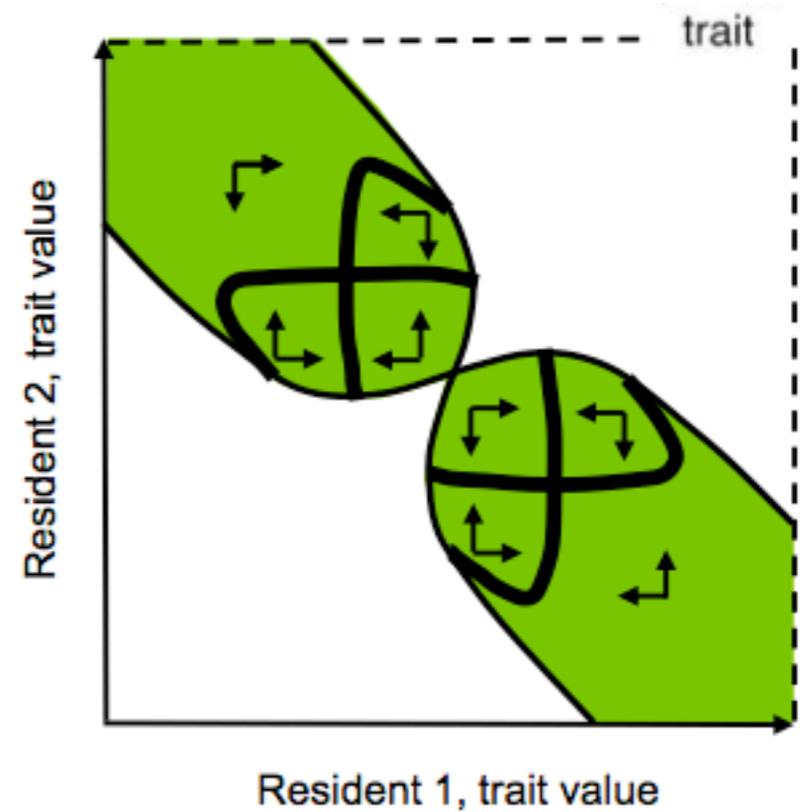
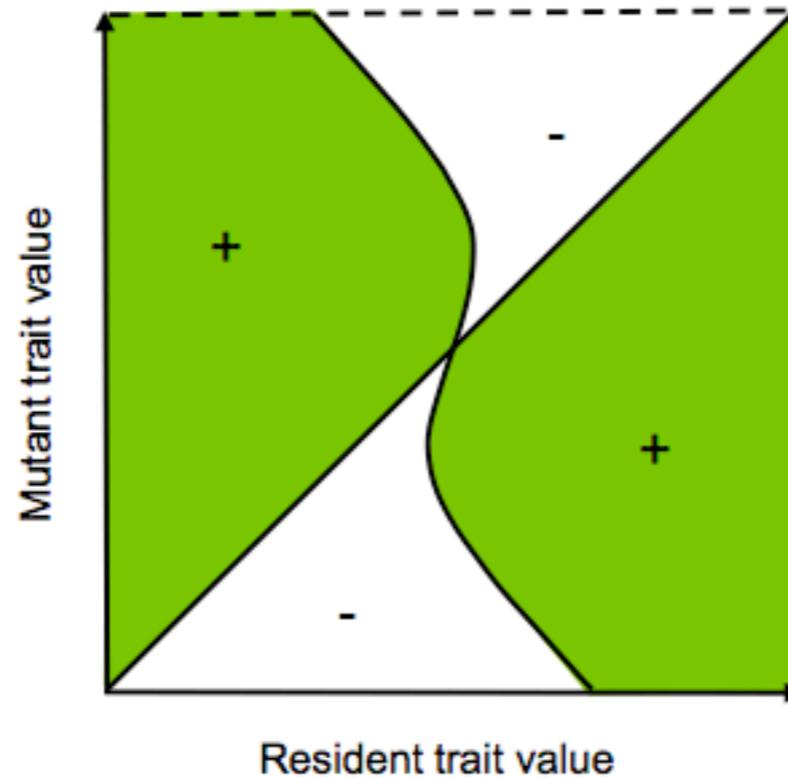
protected dimorphism

two resident

$$(r_1, r_2)$$

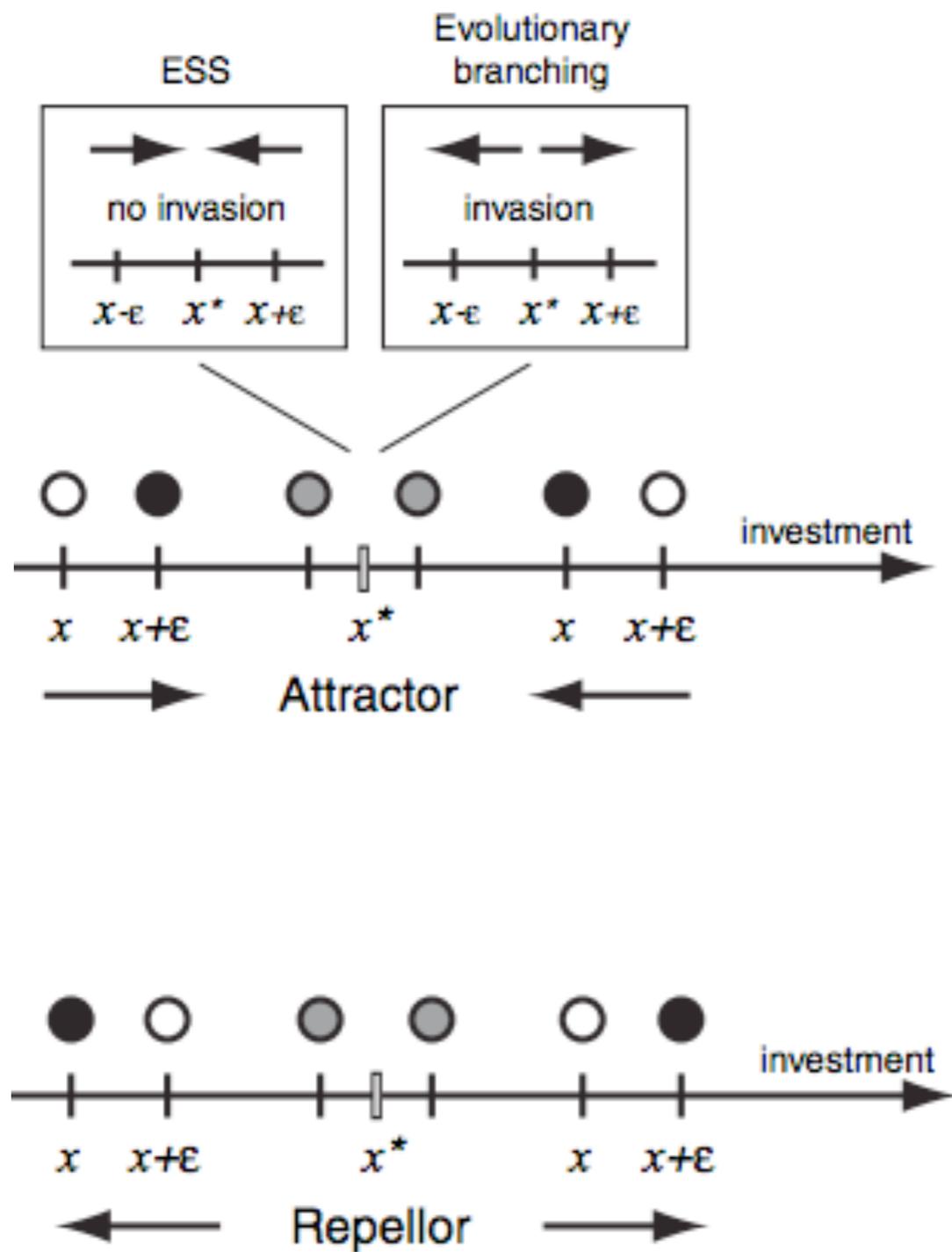
Trait Evolution Plots (TEP)

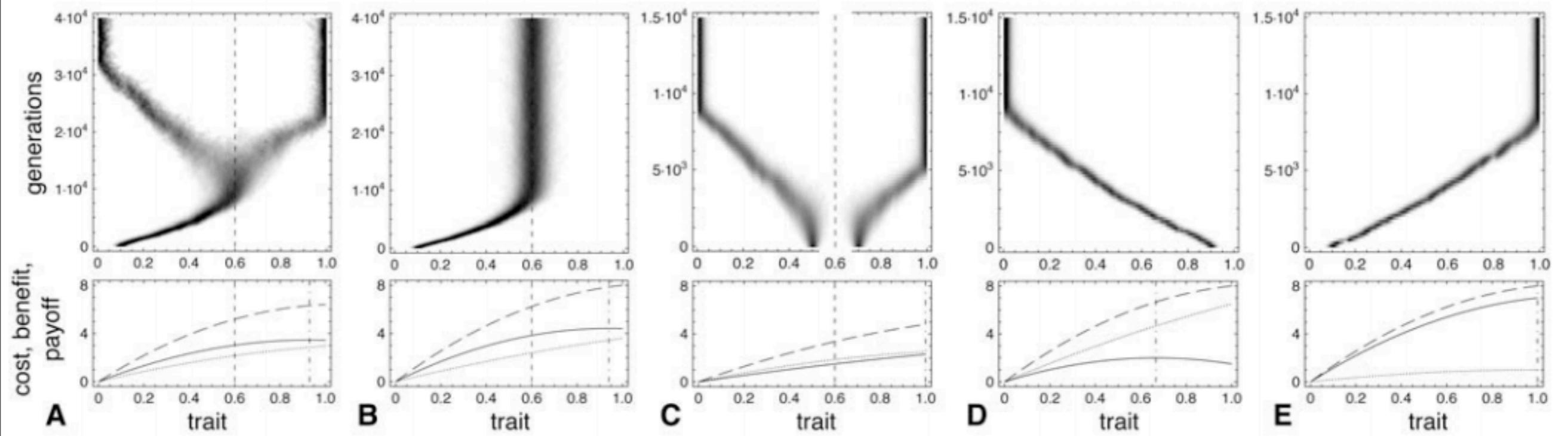
PIP



# The Evolutionary Origin of Cooperators and Defectors

Michael Doebeli,<sup>1\*</sup> Christoph Hauert,<sup>1†</sup> Timothy Killingback<sup>2</sup>





**SD**  $P(x, y) = B(x + y) - C(x)$

$$B(0) = 0$$

$$C(0) = 0$$

$$B(x) = b_2 \cdot x^2 + b_1 \cdot x$$

$$C(x) = c_2 \cdot x^2 + c_1 \cdot x$$

$Q(x, y) = B(y) - C(x)$  **PD**

$$P(x, y) = B(x + y) - C(x)$$

$$B(x) = b_2 \cdot x^2 + b_1 \cdot x$$

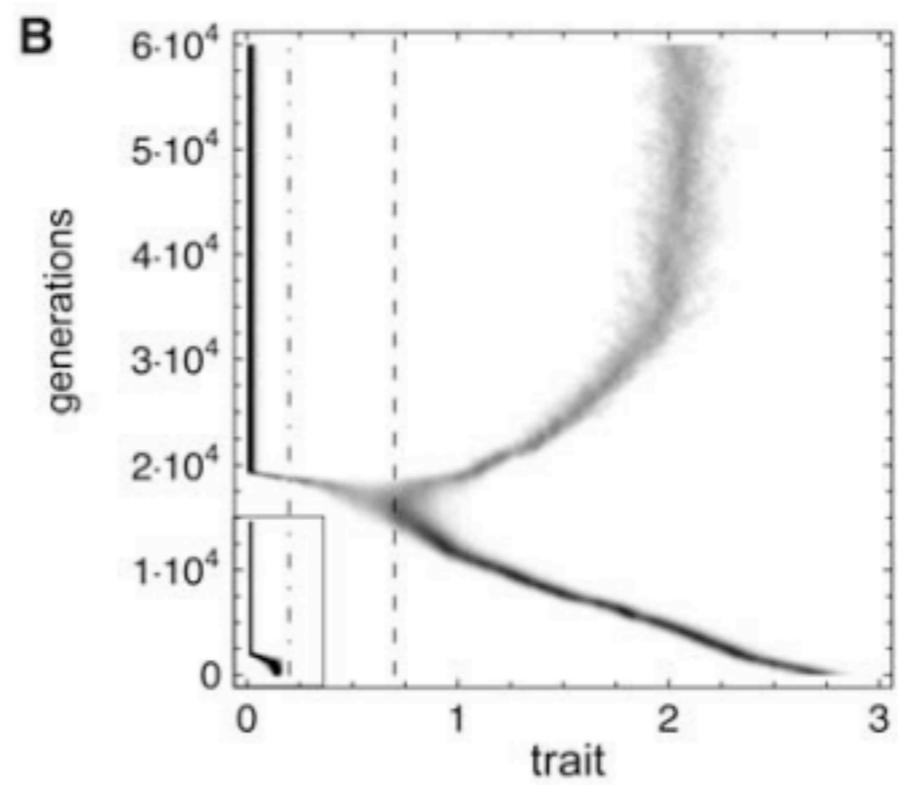
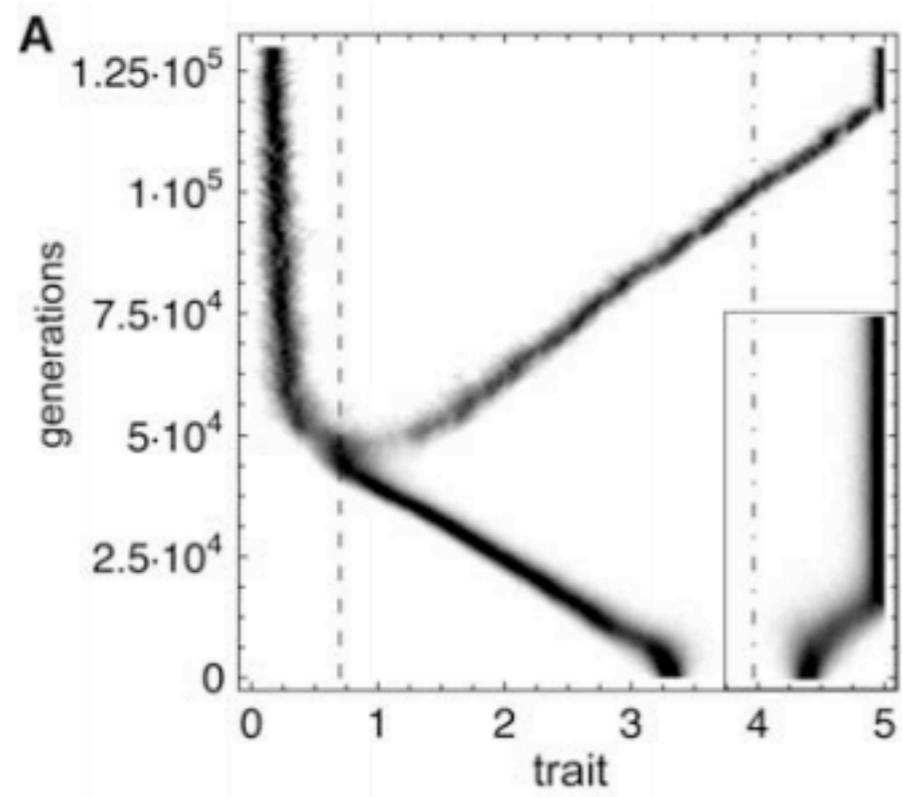
$$C(x) = c_2 \cdot x^2 + c_1 \cdot x$$

**replicator dynamics**

$$f_x(y) = P(y, x) - P(x, x)$$

**selection gradient**

$$D(x) = \left. \frac{\partial f_x(y)}{\partial y} \right|_{y=x} = B'(2x) - C'(x)$$



# On the origin of species by sympatric speciation

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