

# Competition

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## Introduction

- [<http://nsm1.nsm.iup.edu/rgendron/seuss.shtml> Nutches]

## Inter-species interactions

- Competition: interaction hurts the growth rate of both species
- Exploitation: interaction is good for one species but bad for the
- Mutualism: interaction is good for both species
- Commensalism: interaction is good for one species, and close to neutral for the other

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	()	helps	neutral	hurts
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helps	mutualism	commensal	exploitation	
neutral		neutral	???	
hurts			competition	
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## Competition

- Competition occurs when two species both depend on the same resource(s)
- Each species growth rate is reduced by the other's presence
- Species may be very similar, or very different

## Competition in ecology

- What factors determine which species survive in which habitats?
- What factors determine how many similar species can co-exist?
- Why do similar species coexist at all?

### Flour beetles

- *Model species*: ecology in the laboratory
- There is a series of experiments where researchers allow two species of flour beetles (*Tribolium*) to compete in different laboratory environments
- The larger species survives better in drier conditions, and the smaller species reproduces faster in moister conditions
- What are the possible outcomes of such an experiment?
- What if we “tune” the conditions to something in between (neither species always does better than the other)?

### Outcomes of competition

- In a given stable environment, we generally expect the competitive interaction between two species to have one of the following results
- **Dominance**: one species wins every time
- **Co-existence**: if both species are present, they will both persist
- **Founder control**: whichever species gets established first will exclude the other

### Population model with competition

#### Model

- We modeled a single species using the equation:
- $\frac{dN}{dt} = (b(N) - d(N))N$
- We want to modify this for a species which is competing with another species
- $\frac{dN_1}{dt} = ?$
- The amount of competition seen by species 1 is  $\tilde{N}_1 = N_1 + \alpha_{21}N_2$
- How should our equation change?

### Carrying capacity

- For this unit, we will mostly ignore Allee effects
- Therefore, we expect each species to have a *carrying capacity*  $K$  (or  $K_1$  and  $K_2$ )



Figure 1: *Tribolium castaneum*

- If the species is alone, the carrying capacity is that species' stable equilibrium, defined by:
- $b(K) = d(K)$

### *Carrying capacity with competition*

- $\frac{dN_1}{dt} = (b_1(\tilde{N}_1) - d_1(\tilde{N}_1))N_1$
- How can this population be at equilibrium?

### *Logistic model*

- This model is similar to the logistic model, except:
- Birth and death are tracked separately
- We don't assume functions are straight lines
- Everything we say about this model also applies to the logistic model

### *Balanced competition*

### *Equal competition*

- If the  $\alpha$ s are both equal to one, we have **equal** competition.
- This means that the competitive effect of an individual from either species is the same.
- The total population is  $\tilde{N} = N_1 + N_2$ .
- Our equations are now
- $\frac{dN_1}{dt} = (b_1(\tilde{N}) - d_1(\tilde{N}))N_1$
- $\frac{dN_2}{dt} = (b_2(\tilde{N}) - d_2(\tilde{N}))N_2$
- What happens in this case?

### *Competitive exclusion*

- Why does one species always win in equal competition?
- Competition is mediated by only one quantity,  $\tilde{N}$ .
- Whichever species can reproduce up to a higher value of  $\tilde{N}$  is going to win; there is no basis for a **tradeoff**
- Reminder:
- $\frac{dN_1}{dt} = (b_1(\tilde{N}) - d_1(\tilde{N}))N_1$
- $\frac{dN_2}{dt} = (b_2(\tilde{N}) - d_2(\tilde{N}))N_2$
- If  $K_1 > K_2$ , then species 1 can always increase when species 2 can; and sometimes when it can't

*Dominance (dynamics vs. time)*

*Dominance (phase plane)*

*Dominance (comparison)*

*Dominance (multiple starting points)*

*Dominance reversed*

*Units of  $\alpha$*

- $\tilde{N}_1 = N_1 + \alpha_{21}N_2$ ;
- $\tilde{N}_2 = N_2 + \alpha_{12}N_1$
- $\alpha_{21}$  measures the strength of the competitive effect **of** individuals of species 2 **on** the growth rate of species 1.
- What are the units of  $\alpha_{21}$ ?
- Since  $\alpha$  has units, we don't expect there to be anything special about  $\alpha = 1$
- **Equal** competition (both species have the **same** effect on each other) is a special case of balanced competition (both species have the same **relative** effect on each other)

*Balanced competition example*

- Two plants compete with each other for water.  $\alpha_{21}$  is 4 individuals of sp 1/individuals of sp 2
- Which species is bigger?
- If they're only competing for water, what's the value of  $\alpha_{12}$ ?

*Balanced competition*

- What results do we expect from balanced competition?
- Balanced competition works just like equal competition
- Balanced competition means (exactly) no tendency for founder control or for coexistence

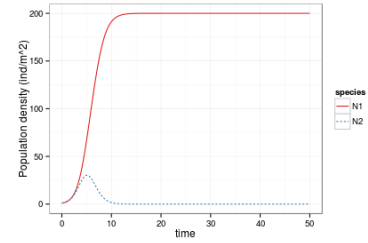


Figure 2: plot of chunk comp1

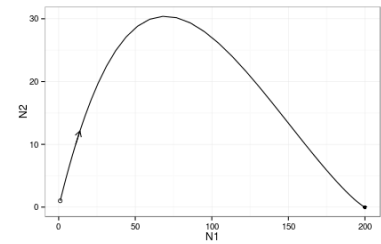


Figure 3: plot of chunk comp1\_pp

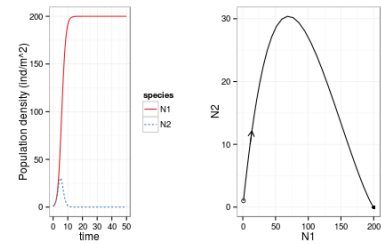


Figure 4: plot of chunk comp1B\_pp

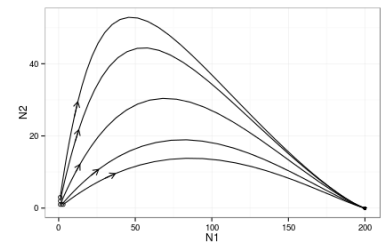


Figure 5: plot of chunk comp2

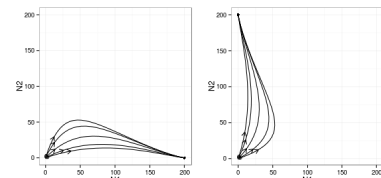


Figure 6: plot of chunk comp3

*Measuring competitive effects*

- It makes sense that we have a range of parameters that give us balanced competition, because we know qualitative changes in dynamics are explained by unitless parameters
- What's the unitless parameter here?
- $C$  measures the relative effect of between-species and within-species competition
- $C = 1$  means competition is balanced
- $C < 1$  means there is more **intraspecific** competition (within species: tendency for coexistence)
- $C > 1$  means there is more **interspecific** competition (between species: tendency for founder control)

*Neutral competition*

- Competition is balanced, and neither species dominates: **neutral competition**
- No tendency for either species to win
- No tendency for founder control or for coexistence
- If there's any small difference between the species, one may dominate
- Even if there's no difference, one should win eventually, by random "drift"

*Unbalanced competition**Unbalanced competition*

- If two species are competing by using a simple resource, we expect competition to be balanced
- Both  $\alpha$ s measure the relative effect of the two species on the resource
- In more realistic situations, competition may not be balanced

*Coexistence*

- Coexistence *may* occur when  $C < 1$
- Why might individuals have relatively weaker competitive interactions with members of the other species?

*Coexistence (1)*

*Coexistence (2)*

*Coexistence (phase plot)*

*Founder control*

- Founder control *may* occur when  $C > 1$
- Why might individuals have relatively stronger competitive interactions with members of the other species?
- Somewhat related to Allee effects

*Founder control (1)*

*Founder control (2)*

*Founder control (phase plot)*

*Results of competition*

- $C$  measures the relative effect of each species on each other, but it doesn't reflect growth rates or how strongly each species is affected by competition
- $C$  may stay (about) the same, even as we switch conditions so that one or the other species dominates
- $C$  tells us what will happen *if* neither species is dominating

*Population-level interactions*

*Invasion theory*

*Invasion theory*

- The competitive relationship between two species can be investigated by studying *invasion*:
- What happens if one species is established, and the other one tries to invade (ie., some individuals are introduced)?

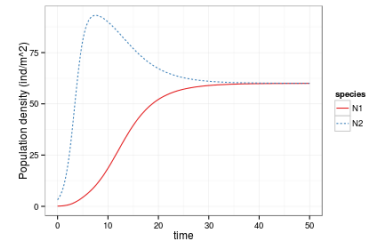


Figure 7: plot of chunk coex1

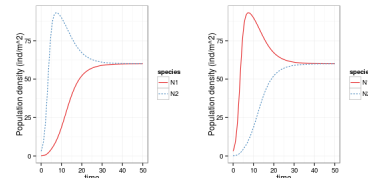


Figure 8: plot of chunk coex2

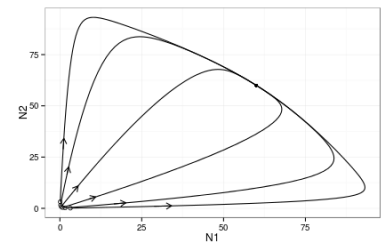


Figure 9: plot of chunk coex3

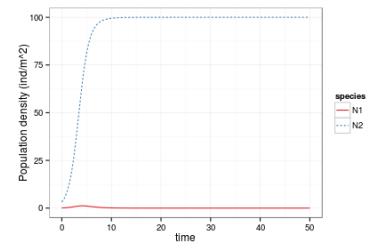


Figure 10: plot of chunk fc1

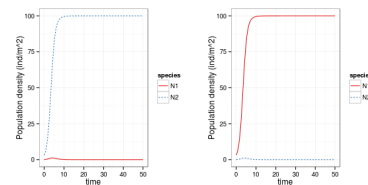


Figure 11: plot of chunk fc2

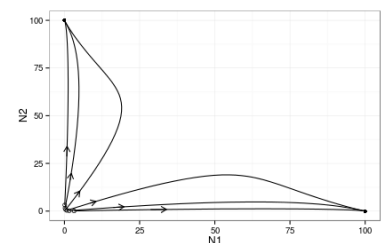


Figure 12: plot of chunk fc3

*Allee effects*

- This analysis assumes that species that can be successful under a certain competitive environment can also invade that environment
- That is, it neglects Allee effects

*Competitive results*

- The competitive effect felt by species 1 is measured by  $\tilde{N}_1$
- The *amount* of competition needed for species 1 to be at equilibrium is:
- The amount of competition species 1 feels when trying to invade a population of species 2 is:
- If species 1 feels more competition from invading species two than it feels at its own equilibrium, it cannot invade, and conversely.

*Population-level competitive effects*

- The population-level competitive effect of species 2 on species one is  $E_{21} \equiv \alpha_{21}K_2/K_1$
- This is the unitless ratio of the two measures of effect on species 1 from the previous slide.
- The two values of  $E$  determine the competitive dynamics between the two species.
- If  $E_{21} > 1$  species 2 can exclude species 1 (species 1 cannot invade), and conversely.

*Results of competition*

- If both  $E$ s are  $< 1$ , neither can exclude the other
- If both  $E$ s are  $> 1$ , they both exclude each other
- If one  $E$  is  $> 1$ , the large- $E$  species can exclude the other

*Measuring competition*

- $\alpha$  measures competitive effects at the individual level
- has units (ratios of types of individuals)
- $E$  measures competitive effects at the population level, using equilibrium populations

- unitless
- $C = \alpha_{21}\alpha_{12} = E_{21}E_{12}$
- Do we have a *tendency* for founder control or coexistence?
- To know results for specific parameters, we need to know the actual values of  $E$ .

### *Founder control*

- Up until now, we've thought of founder control as a single outcome
- But to competing species, it's pretty important which one of them gets control
- What should determine that

### *Growth rate and founder control slides*

- Slides here

### *Colonization and co-existence*

#### *Colonization and co-existence*

- Up until now, we've thought about the question of which species controls a particular area in the long term
- But if available habitat is changing, it also matters what happens in the short term
- $r - K$  tradeoff
- $r$  strategists do better in the short term;  $K$  strategists do better in the long term
- When can you survive by doing better in the short term?

#### *Growth rates*

- The maximum growth rate (for each species) is  $r_0 = (b(0) - d(0))$ :
- The species with the better  $r_0$  should do better in the short run
- Faster exponential growth
- If patches are very stable, then  $K$  species wins
- If they are very unstable, then  $r$  species wins
- In between, we get coexistence at the level of multiple populations



*r-K tradeoff*

- slides here

*Niches and coexistence**Ecological niches*

- An ecological niche refers to the way an organism makes a living:
- What resources does it need?
- What sort of environmental conditions does it need?
- [Dr. Seuss](#)

*Fundamental niches*

- **Fundamental niche:** the conditions under which an organism could make a living (in other words, survive with  $R > 1$  *in the absence of competition*)
- Many plants have very large fundamental niches
- The reason spruce trees don't grow in Cootes Paradise is not that they can't

*Realized niche*

- The **realized niche** is defined as the conditions under which an organism can make a living, including the effects of competing species
- The realized niche of spruce trees does not include Cootes Paradise

*Example: chipmunks*

- There are several species of chipmunks in the Sierra Nevada mountains
- The most aggressive can only survive where the rainfall is good, and it out-competes all the other species
- The least aggressive can survive anywhere in the mountain range, but it cannot co-exist with any of the other species
- What are the fundamental and realized niches of these species?

### *The competitive exclusion principle*

- If two species use resources in the same way, we expect that  $C = 1$ .
- The effect of an individual of each species can be measured by its impact on resources. If individuals of species 1 have (e.g.) twice the impact, this should be seen by both species equally.
- If two species use resources in the same way, we do not expect them to co-exist
- One species will use the resources more efficiently (nothing in biology is exactly equal)

### *Exclusion and drift*

- Even if the two species were *exactly* equal in efficiency, we expect one species to go extinct at random
- Due to the randomness of births and deaths, we expect the proportions to fluctuate at random until one proportion hits zero and gets stuck there
- **Drift**: strongly analogous to genetic drift

### *Competitive exclusion and biodiversity*

- Two species that use resources the same way cannot co-exist in a stable environment in the long term due to their competitive dynamics
- This statement can be justified mathematically, and it has important implications for real populations ...
- ... but it must also break down